Subject: Fog Error?
Posted by Mauler on Mon, 10 Feb 2014 19:38:36 GMT
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I'm not sure but I think this is an issue...

The fog no longer moves with the player.. I will let the video demonstrate the problem..

http://www.youtube.com/watch?v=VgEjDALvfGg

Any ideas?

Subject: Re: Fog Error?
Posted by saberhawk on Tue, 11 Feb 2014 05:22:52 GMT
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Mauler wrote on Mon, 10 February 2014 11:38I'm not sure but I think this is an issue...

The fog no longer moves with the player.. I will let the video demonstrate the problem..

http://www.youtube.com/watch?v=VgEjDALvfGg

Any ideas?

In 4.1 (and below), fog is handled by saying "Hey Direct3D9, fog goes from X to Y distance and is this color". There is no control for a "fog location", it's *always* based off distance to the viewer.

However, I do remember adding in a "floor" to the skybox. You may be seeing that instead if the terrain is becoming transparent. It's always the fog color.

Subject: Re: Fog Error?
Posted by Jerad2142 on Tue, 11 Feb 2014 20:30:17 GMT
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Mauler wrote on Mon, 10 February 2014 12:38I'm not sure but I think this is an issue...

The fog no longer moves with the player.. I will let the video demonstrate the problem..

http://www.youtube.com/watch?v=VgEjDALvfGg

Any ideas?
I think what your seeing is caused by the size of the vertices in your terrain, try increasing the poly count and see if it goes away, in Renegade the fog is shaded across polies depending on your distance from the center of them, so if the center of the poly below you is greater than the start distance of the fog away from you it will get the fog shader applied (Probably actually done by the

edges of each poly but w/e).

saberhawk wrote on Mon, 10 February 2014 22:22
However, I do remember adding in a "floor" to the skybox.
Thank god, no more stupid sky color below you were the sky box ends.

Subject: Re: Fog Error?
Posted by Mauler on Tue, 11 Feb 2014 22:20:11 GMT
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Yeah it most likely the way the polys where extended that made the fog react that way

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Subject: Re: Fog Error?
Posted by Jerad2142 on Fri, 14 Feb 2014 18:42:53 GMT
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Mauler wrote on Tue, 11 February 2014 15:20Yeah it most likely the way the polys where extended that made the fog react that way

Yep that'd be it, needs more polys on that final chuck (if you want to do it the lazy way use the mesh select modifier, and apply tessellation to that big block with a 0.0 tension, will waste more polys than doing it by hand however).