
Subject: how to have water show thru fog
Posted by [Titan1x77](#) on Wed, 15 Oct 2003 12:02:33 GMT
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How do i get a water plane below my map (like behind nod's base in under) to show up thru the fog?

It's only about 10 m below my terrain crashing into the side of it.

Ive tried several settings for the Fog,but aslong as it's checked,then the water wont show up.

Subject: how to have water show thru fog
Posted by [Cpo64](#) on Wed, 15 Oct 2003 16:41:36 GMT
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Is is transparent?

Subject: how to have water show thru fog
Posted by [Deafwasp](#) on Wed, 15 Oct 2003 21:11:03 GMT
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Ok, here is how you fix it.

You have 1 big plane for your water no? Well tessellate it. Make there be no part of the water plane larger than 2 refineries back to back.

If that dont work, tessellate again to make the water have even more polys.

That's how I fixed the water in all my maps with fog. Never released one though

Subject: how to have water show thru fog
Posted by [Titan1x77](#) on Wed, 15 Oct 2003 23:25:16 GMT
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Thanks wasp...i think that might do the job...I figured the fog was coverring the whole thing because it was one huge poly.....prehaps to save on polycount I could just use some edge cuts down by the shore line??..right

If not I'll tessellate it

Subject: how to have water show thru fog
Posted by [Deafwasp](#) on Thu, 16 Oct 2003 00:33:53 GMT

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Whatever floats your boat.

btw, Cambodia Redux is almost done. and it is very fun.

Subject: how to have water show thru fog
Posted by [Titan1x77](#) on Thu, 16 Oct 2003 07:18:24 GMT
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CnC mode map of the Cambodia DM?

If you need a host for the map let me know....Im sure this long awaited map will be a good one.

Subject: how to have water show thru fog
Posted by [Deactivated](#) on Thu, 16 Oct 2003 17:41:12 GMT
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Cambodia DM lagged on my computer badly.
