Subject: Re: Little bugs to fix
Posted by Jerad2142 on Mon, 19 Jan 2009 00:44:42 GMT

Saberhawk wrote on Sat, 10 January 2009 20:46DutchNeon wrote on Sat, 10 January 2009 21:40Was more as joke It isn't really the blue hell you would expect though, as I alrdy described it as a problem in this topic:

http://www.renegadeforums.com/index.php?t=msg&th=30989&start=0&rid=2 2151

Still haven't found a fix on that.

It's basically the same cause however, and has nothing to do with shaders/etc
Its not blue hell, fog is just glitched out, reinstall your scripts, I've had my shaders break like that as well before.

There are two ways you can tell its not blue hell:
1. He is level with the hand of nod
2. you can't see the sky line, which means fog IS visible, which can only happen if there is terrain in front of you.

Last time that happened to me I just reinstalled a clean se of scripts 3.4.1 on my computer.