Posted by --oo00o00oo-- on Thu, 04 Dec 2003 02:38:00 GMT
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now i know how to add and edit the distance of fog in LE. but when u add the generic fog it is applied to the whole map. is there a way to make fog thicker in certain areas? example: around the bases fog is present but its light and u can see far, but in the middle of my map "the forested area" the fog would be thicker and u would be unable to see as far.can u do it? if so, how?