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| **Fog** |
| **What we are going to do:** |
| Okay, Everyone loves fog so here we go! |
|  |
| **Get Going!** |
| Okay, open your .scr file for your map, if you do not have one, read this "[.scr](http://web.archive.org/web/20040107085302/http:/users.1st.net/kimberly/Tutorial/scr.htm)".  Okay now add the RED lines to your .scr. **DO NOT COP**Y the Green, they just describe what the RED do!  RED - what you want Green - describes stuff Purple - the rest of your .scr   |  | | --- | | // Rage in a Cage // ARCHITECTURE: Cody "Nemesis" O. // SCRIPTING: Cody "Nemesis" O. main:  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "Rage in a Cage" setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "Rage in a Cage" setcvar "g\_obj\_axistext2" "" setcvar "g\_obj\_axistext3" ""  setcvar "g\_scoreboardpic" "none"  exec global/exploder.scr  level waitTill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/dm/terrain2.scr exec global/ambient.scr terrain2  $world farplane\_color "0.752941 0.752941 0.752941" <---The color you want your fog! A good way to get this is to go in MOHRadiant and hit "k" an pic a color, it will give you the 3 numbers u need! level.fogplane = 6500 <---Just tells how far u'r guy can see. The lower the thicker the fog is, the higher the less fog there is! $world farplane level.fogplane <---Just lets MOH know u have fog haha!  level waittill spawn  end |     Thats all guys! Now go play! |