

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"](#).

Okay now add the yellow lines to your .scr. **DO NOT COPY** the Green, they just describe what yellow do!

Yellow - 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!

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