**Fog that pulsates, tutorial**

Most mappers know how to set the farplane distance and color, if not there are lots of tutorials on the subject... basically you just set:   
  
 world farplane\_color 0.3 0.3 0.3

$world farplane 4000

...in your script an play around with the variables until you've got what you want.

This tutorial takes it a step further, into **dynamically changing the farplane distance and color during gameplay**. This is not really complicated: the hard part was to get the idea ( And I got it from [MPowel1944?](http://gronnevik.se/rjukan/index.php?n=Main.MPowel1944?action=edit) at [.MAP](http://www.planetmedalofhonor.com/map/) ).

This example method pulsates the fog between purple and "poison yellow", and rolls it wildly back and forth... play with the variables at the start to calibrate it into someting that you can actually use:

pulsating\_fog:

// Color settings

local.farplane\_color = "0.3 0.3 "

local.blue = 0

local.blue\_max = 1

local.blue\_min = 0

local.blue\_step = 0.01

// Depth settings

local.fogplane = 5500

local.fogplane\_step = 40

// Other stuff

local.pulsate\_speed = 0.1

local.acending = 1

// Actual code

while ( 1 ) //for ever

{

// Switch pulse direction at max and min

if(local.blue < local.blue\_min || local.blue > local.blue\_max)

{

local.acending = ! local.acending

}

wait local.pulsate\_speed

if(local.acending)

{

local.blue = local.blue + local.blue\_step

local.fogplane = local.fogplane + local.fogplane\_step

}

else

{

local.blue = local.blue - local.blue\_step

local.fogplane = local.fogplane - local.fogplane\_step

}

// Set the variables in $world

$world farplane\_color ( local.farplane\_color + local.blue )

$world farplane local.fogplane

}

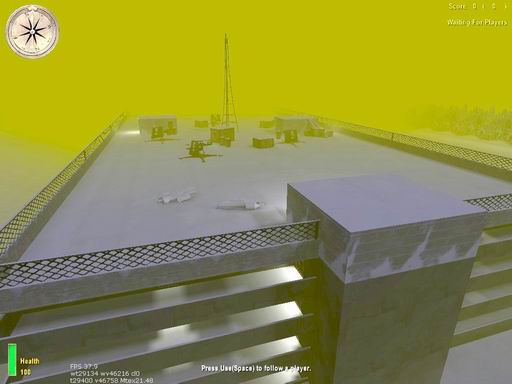
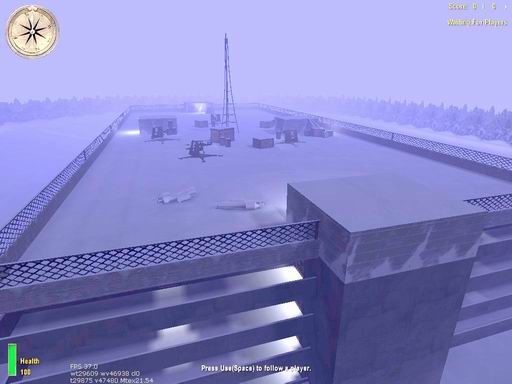
end

Just put it in your script and put the line:

thread pulsating\_fog

...in your main method to kick it into action...

Here is the results:

...this is the two fogs that the example method fades between, you need to calibrate and rewrite the script to make it fit the mood of your map. Good luck!