

SFogVolumeProperties

IFogVolumeRenderNode is an interface to the Fog Volume Render Node object. [More...](#)

```
#include <IRenderNode.h>
```

Public Attributes

int	m_volumeType = IFogVolumeRenderNode::eFogVolumeType_Box
Vec3	m_size = Vec3 (1.f)
ColorF	m_color = ColorF (1, 1, 1, 1)
bool	m_useGlobalFogColor = false
bool	m_ignoresVisAreas = false
bool	m_affectsThisAreaOnly = true
float	m_globalDensity = 1.f
float	m_densityOffset = 0.f
float	m_softEdges = 1.f
float	m_fHDRDynamic = 0.f 0 to get the same results in LDR, <0 to get darker, >0 to get brighter.
float	m_nearCutoff = 0.f
float	m_heightFallOffDirLong = 0.f Height based fog specifics.
float	m_heightFallOffDirLati = 0.f Height based fog specifics.
float	m_heightFallOffShift = 0.f Height based fog specifics.
float	m_heightFallOffScale = 1.f Height based fog specifics.
float	m_rampStart = 0.f
float	m_rampEnd = 50.f
float	m_rampInfluence = 0.f
float	m_windInfluence = 1.f
float	m_densityNoiseScale = 0.f
float	m_densityNoiseOffset = 0.f
float	m_densityNoiseTimeFrequency = 0.f
Vec3	m_densityNoiseFrequency = Vec3 (1.f)
Vec3	m_emission = Vec3 (1.f)

Detailed Description

IFogVolumeRenderNode is an interface to the Fog Volume Render Node object.