

Fog

```
Fog {  
  exposedField SFCOLOR color      1 1 1    # [0,1]  
  exposedField SFString fogType    "LINEAR"  
  exposedField SFFloat visibilityRange 0    # [0,)  
  eventIn      SFBool  set_bind  
  eventOut     SFBool  isBound  
}
```