

Doomsday Engine - Bug #127

JHexen Smoke bug

2003-08-26 14:25 - skyjake

Status:	Closed	Start date:	2003-08-26
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.11		
<div>Description</div> <div>Hi.</div> <div>In JheXen, I've nocticed that of a smoke puff (i.e. from the Cleric's Mace or Fighters Guanlets), goes through an object (i.e a monster moving through it), it makes the part of the object it is going through also tranparent, (i.e monsters have a big hole in them). Only tested on sprites and not 3d models.</div> <div>It can be tested by hitting a monster walking towards the player with a smoke producing weapon (i.e the two mentioned above)</div> <div>Attached is an image showing this.</div> <div>Labels: Graphics</div>			

History

#1 - 2003-08-26 14:27 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Forgot to check the box for attaching the image. Sorry, Still it is easy to find an example.

#2 - 2003-08-31 20:42 - skyjake

Logged In: YES
user_id=717323

Setting the cvar "rend-sprite-noz" to one will fix the problem (although it may introduce other artifacts).