

Doomsday Engine - Bug #1857

Visual corruption on transparent textures

2014-08-17 15:11 - BFG10K

Status:	Rejected	Start date:	2014-08-17
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
The screenshot is from Hexen and I've attached a saved game of that spot.			
I've seen instances of this problem in Doom as well, and it happens with or without anti-aliasing.			
I'm using Doomsday 1.14.5 with the content packs from the front page.			

History

#1 - 2015-03-07 03:22 - danij

- Status changed from New to Rejected

Looks like a problem with that grate texture's alpha mask, rather than a problem in Doomsday itself. Id suggest reporting the issue to the author/maintainer of the relevant add-on.

Files

grate.jpg	262 KB	2014-08-17	BFG10K
hex0.save	47.5 KB	2014-08-17	BFG10K