

Doomsday Engine - Bug #198

Tex Alpha ignored when model rendered using subtract blend

2004-09-30 16:28 - danij

Status: Closed	Start date: 2004-09-30
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.2	
Description There seems to be a problem with rendering textures that have alpha data when using the subtract blending mode on models, the alpha information appears to be ignored. Interestingly if using the revsubtract blending mode the alpha works correctly. Labels: Graphics	

History

#1 - 2005-01-01 18:48 - skyjake

Logged In: YES
user_id=717323

That's odd. 1.8.5 will have a submodel-specific "Blending mode" value. I've added the mode "bm_sub2", which multiplies the alpha differently, perhaps that'll work better.

All the bm-flags will be defined in Flags.ded.

#2 - 2005-01-02 16:23 - danij

Logged In: YES
user_id=849456

Cheers, I'll let you know if the new mode solves the issue.

#3 - 2005-02-05 09:50 - danij

Logged In: YES
user_id=849456

Unfortunately the new sub2 blending mode doesn't fix the problem.

Download the Invisibility Sphere from the jDRP 1.1 Alpha to see the problem:

The red background sphere is supposed to subtract blend the dest colour with the src and fade out to the src colour as the alpha decreases. This is not possible with any blending mode currently.

#4 - 2005-02-05 09:54 - danij

Logged In: YES
user_id=849456

Correction: I meant fade out to dest colour as src alpha decreases.