Doomsday Engine - Bug #2048

Particle effects obscure map objects

2015-05-13 03:50 - rhargrave

Status:	New	**Start date:**	2015-05-13
Priority:	High	**% Done:**	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		

Description

I have attached definitions for all available game plugins, however this is an issue with the engine rather than the plugins. In short, given that you have one of these addons installed, bloodsplatter effects are rendered over items and enemies, among other things. This can be quite unpleasant when dealing with enemies in large quantities, as they will be hidden by the splatter -- especially when backed up against walls to which the splatter has attached.

Included are screenshots of the issue affecting Chex and Heretic. I have attached definitions for all plugins, however.

History

#1 - 2015-05-13 03:51 - rhargrave

- Category set to Minor detail

#2 - 2015-05-30 22:14 - rhargrave

- Subject changed from Decals (e.g. blood splatter) resider either on a high z-index than, or are rendered after, other objects to Particle effects obscure map objects

- Category changed from Minor detail to Defect

#3 - 2017-04-03 13:46 - skyjake

- Priority changed from Normal to High

- Target version set to Rendering

Files

chex-001.png	787 KB	2015-05-13	rhargrave
chex-002.png	1.45 MB	2015-05-13	rhargrave
heretic-004.png	1.03 MB	2015-05-13	rhargrave
hereticgore.pk3	3.99 KB	2015-05-13	rhargrave
hexengore.pk3	4.13 KB	2015-05-13	rhargrave
heretic-005.png	1.19 MB	2015-05-13	rhargrave
chexgore.pk3	3.99 KB	2015-05-13	rhargrave
doomgore.pk3	4.22 KB	2015-05-13	rhargrave