

Doomsday Engine - Bug #389

particles & models/sprites not drawn correctly

2007-01-03 14:49 - chilvence

Status:	Closed	Start date:	2007-01-03
Priority:	Low	% Done:	100%
Assignee:			
Category:			
Target version:			
Description			
When blending particles together with anything else, they are blended seperately, causing the effect that two transparent objects cut into each other			
Labels: Graphics			

History

#1 - 2012-03-02 13:17 - skyjake

This is caused by the Z sorting of particles, which IIRC is done separately with regard to everything else. Needs to be considered for the 2.0 renderer.