

Doomsday Engine - Bug #455

Particles and partially transparent textures

2007-06-15 15:35 - vermil

Status: Closed	Start date: 2007-06-15
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	
Description Not really a "bug"... Particle effects aren't drawn behind partially transparent hi-res textures. I imagine this was probably an oversight, since normal Doom textures have no support for partial transparency. Labels: Graphics	

History

#1 - 2007-06-15 16:47 - danij

Logged In: YES
user_id=849456
Originator: NO

What surface(s) are you using these translucent textures on?

#2 - 2007-08-21 02:20 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=1312539
Originator: NO

This Tracker item was closed automatically by the system. It was previously set to a Pending status, and the original submitter did not respond within 14 days (the time period specified by the administrator of this Tracker).