

Doomsday Engine - Bug #819

Wrong dynamic light texture opacities (Intel GMA X3100)

2009-11-15 13:57 - skyjake

Status: Closed	Start date: 2009-11-15
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description On the MacBook Air that has an integrated Intel GMA X3100 GPU, there is a problem rendering all dynamic light / fakeradio textures. It appears that, in the textures, opacity is either fully opaque or fully transparent. Screenshot attached.	
Labels: Graphics	

History

#1 - 2009-11-16 21:02 - skyjake

Dynlight texture opacity issue

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4567baed/b32d/attachment/Screen%20shot%202009-11-15%20at%2015.52.17.png