
Subject: Re: Graphics Bug

Posted by [saberhawk](#) on Wed, 20 Aug 2008 01:26:56 GMT

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SSnipe wrote on Tue, 19 August 2008 20:15Saberhawk wrote on Tue, 19 August 2008

18:00BlueThen wrote on Tue, 19 August 2008 19:58Saberhawk wrote on Tue, 19 August 2008

18:46It's not a bug, it's a side-effect of how the rendering system works.

So how does this make it not a bug?

It's a design flaw. A bug can be fixed without completely redesigning the way systems work. A design flaw cannot.

but how is it a A design flaw all i see is a bullet hole cuase the sbh is stealth....u can see anything threw u when ur stealth

Yeah, but you see the bullet hole "on top of" the sbh. Because of the design flaw, the alpha-blended sbh isn't drawn using the sorted rendering system, it's drawn with the regular drawing system, before the bullet holes.
