
Subject: Re: Graphics Bug

Posted by [_SSnipe_](#) on Wed, 20 Aug 2008 02:10:23 GMT

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Saberhawk wrote on Tue, 19 August 2008 18:26SSnipe 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.
ah ok u could have just said the bullet hole is on top of sbh and thats all i would understand i think same thign does happen with hon glass i think stated above
