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Subject: Re: Collecting ALL outstanding scripts issues  
Posted by [dblaney1](#) on Sun, 08 Feb 2015 18:27:43 GMT  
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Primitives using the additive and multiplicative shader are broken. They both behave identical to the opaque shader. The only shader that seems to be working properly is the alpha shader.

This additive issue only occurs ingame. W3DViewer displays this shader correctly. The multiplicative shader seems to be broken in both w3dviewer and ingame. The best test case for the additive shader is p\_shockw02.w3d which is used on some of the stock explosions. I believe on m03 the biggun turret uses an explosion with this primitive.

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