
Subject: Graphics Bug
Posted by [Craziac](#) on Mon, 18 Aug 2008 22:33:26 GMT
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I couldn't find if this is fixed or not, I'm not sure exactly what to call it.

Note how you can see the bullet hole perfectly through my head...

Subject: Re: Graphics Bug
Posted by [sadukar09](#) on Mon, 18 Aug 2008 22:39:04 GMT
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It might be the stealth skin, try going back to default stealth skin and try again.

Subject: Re: Graphics Bug
Posted by [Caveman](#) on Mon, 18 Aug 2008 22:39:50 GMT
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Im not sure whether thats a bug or not.. Don't forget you're meant to be invisable so things should beable to be seen through you?

Subject: Re: Graphics Bug
Posted by [Nightma12](#) on Mon, 18 Aug 2008 23:30:04 GMT
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bs stealth skins

Subject: Re: Graphics Bug
Posted by [Craziac](#) on Mon, 18 Aug 2008 23:37:59 GMT
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No one likes my stealth skins, but no one complains. You can see the same distance away.

The same thing happens for default skins. For Stealth Tank too... and you're not totally invisible when you're on Nod. The alpha should be layered on top.

Subject: Re: Graphics Bug
Posted by [Nightma12](#) on Tue, 19 Aug 2008 01:27:52 GMT
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They are bright skins none the less. - Easier to see.

And thats not simply a "im going to make my skins look nice" - its clearly made excruciatingly bright on purpose.

Subject: Re: Graphics Bug
Posted by [Craziac](#) on Tue, 19 Aug 2008 01:52:05 GMT
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Actually, they're just rainbow. They weren't made bright to be easier to see.

ANYHOW, that's not what this thread is about.

Subject: Re: Graphics Bug
Posted by [DutchNeon](#) on Tue, 19 Aug 2008 02:07:57 GMT
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Normal Stealth Skin has it too:

Taken in LAN game on Last Stand. Only occurs when SBH is fully stealthed, doesn't occur while unstealthed/restealthed.

PS: Hey Stewie

Subject: Re: Graphics Bug
Posted by [saberhawk](#) on Tue, 19 Aug 2008 03:21:17 GMT
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"Not a bug"

Subject: Re: Graphics Bug
Posted by [Craziac](#) on Tue, 19 Aug 2008 03:27:23 GMT
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Meh, if you insist. I still think they should be BEHIND the SBH skin though.

Subject: Re: Graphics Bug
Posted by [saberhawk](#) on Tue, 19 Aug 2008 03:30:42 GMT

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Stewie wrote on Mon, 18 August 2008 22:27Meh, if you insist. I still think they should be BEHIND the SBH skin though.

The stealth effect draws into the regular system and thus doesn't end up sorted like other alpha-blended objects. Nothing can really be done about this

Subject: Re: Graphics Bug
Posted by [_SSnipe_](#) on Tue, 19 Aug 2008 03:33:39 GMT
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Saberhawk wrote on Mon, 18 August 2008 20:30Stewie wrote on Mon, 18 August 2008 22:27Meh, if you insist. I still think they should be BEHIND the SBH skin though.

The stealth effect draws into the regular system and thus doesn't end up sorted like other alpha-blended objects. Nothing can really be done about this
still dont see whats the big deal about this

Subject: Re: Graphics Bug
Posted by [Craziac](#) on Tue, 19 Aug 2008 05:27:22 GMT
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It just looks weird. Sometimes you can see Hand of Nod glass overlapping the SBH (when it should really be behind it).

And thanks for the input Saberhawk. Guess it's not that big of a deal.

Subject: Re: Graphics Bug
Posted by [Goztow](#) on Tue, 19 Aug 2008 08:09:42 GMT
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The advantage skin looks weirder than the bug, tbh.

Subject: Re: Graphics Bug
Posted by [trooprm02](#) on Tue, 19 Aug 2008 17:04:40 GMT
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posting screenshots of yourself cheating is pretty cool, lol...

Subject: Re: Graphics Bug
Posted by [sadukar09](#) on Tue, 19 Aug 2008 17:22:56 GMT
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Because nuking GDI refinery on Field is "cheets" too right?

Subject: Re: Graphics Bug
Posted by [Craziac](#) on Tue, 19 Aug 2008 17:59:12 GMT
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It was never intended to be an advantage skin. But, since everyone thinks that it is, I'll just stop using it.

Subject: Re: Graphics Bug
Posted by [_SSnipe_](#) on Tue, 19 Aug 2008 18:02:26 GMT
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i still dont see whats weird about it

Subject: Re: Graphics Bug
Posted by [nope.avi](#) on Tue, 19 Aug 2008 21:35:37 GMT
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troopr02 wrote on Tue, 19 August 2008 13:04posting screenshots of yourself cheating is pretty cool, lol...
Posting a video of you using every advantage skin imaginable on youtube is cool too.

Subject: Re: Graphics Bug
Posted by [mr£ÄŞÄ-z](#) on Tue, 19 Aug 2008 22:44:29 GMT
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I can live with that Bug..

Subject: Re: Graphics Bug
Posted by [_SSnipe_](#) on Tue, 19 Aug 2008 22:53:01 GMT
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how is it a bug!

Subject: Re: Graphics Bug

Posted by [mr£ÄŞÄ-z](#)

on Tue, 19 Aug 2008 22:54:20 GMT

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ask stewe

Subject: Re: Graphics Bug

Posted by [_SSnipe_](#) on Tue, 19 Aug 2008 23:09:58 GMT

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madrackz wrote on Tue, 19 August 2008 15:54ask stewe
STEWIE!

Subject: Re: Graphics Bug

Posted by [saberhawk](#) on Tue, 19 Aug 2008 23:46:34 GMT

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

Subject: Re: Graphics Bug

Posted by [BlueThen](#) on Wed, 20 Aug 2008 00:58:56 GMT

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Saberhawk 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?

Subject: Re: Graphics Bug

Posted by [saberhawk](#) on Wed, 20 Aug 2008 01:00:18 GMT

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BlueThen 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.

Subject: Re: Graphics Bug

Posted by [_SSnipe_](#) on Wed, 20 Aug 2008 01:15:09 GMT

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Saberhawk 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.
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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

Subject: Re: Graphics Bug
Posted by [Aircraftkiller](#) on Wed, 20 Aug 2008 01:24:20 GMT
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He just explained it, read what he said again.

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.
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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.

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.

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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

Subject: Re: Graphics Bug

Posted by [karmai](#) on Wed, 20 Aug 2008 04:03:08 GMT

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its your skins, your character is supposed to be glowing see through about to turn invisible again

Subject: Re: Graphics Bug

Posted by [_SSnipe_](#) on Wed, 20 Aug 2008 04:27:30 GMT

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my stealth skin makes mine harder to see

Subject: Re: Graphics Bug

Posted by [Craziac](#) on Wed, 20 Aug 2008 06:07:59 GMT

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karmai wrote on Tue, 19 August 2008 23:03its your skins, your character is supposed to be glowing see through about to turn invisible again

What part of DutchNeon's screenshot is confusing you?