Subject: Odd bug with multiple transparant objects
Posted by JRPereira on Wed, 14 May 2003 02:25:38 GMT
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While working on Haunted house 2, I noticed that in some places where I've had multiple transparent objects, Renegade doesn't seem to be reading the placement of the objects properly. The pic below illustrates what I'm referring to.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_room_2_bug.jpg

Does anyone know what could be causing this?

Subject: Odd bug with multiple transparant objects
Posted by Madtone on Wed, 14 May 2003 02:29:44 GMT
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Its caused by the game not likeing you, it does that to me too!! lol

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Subject: Odd bug with multiple transparant objects
Posted by laeubi on Wed, 14 May 2003 07:34:50 GMT
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try to use the ADD shader isntead of Alphablend and trnsperency, am that work (I'm not sure)

Subject: Odd bug with multiple transparant objects
Posted by SomeRhino on Wed, 14 May 2003 12:31:16 GMT
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Alpha blend has lots of bugs with it. They can't overlap like that, for one. Since the roof uses only a 1-bit alpha channel, change the shader to alpha test, and that should clear up the problem.

Subject: Odd bug with multiple transparant objects
Posted by JRPereira on Wed, 14 May 2003 14:15:56 GMT
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Thanks Rhino, it works great!

Subject: Odd bug with multiple transparant objects
Posted by xpontius on Wed, 14 May 2003 16:11:48 GMT
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Hmm I think i got that prob with my islands while i tried blend tib and dirt. I got the transparent *(&^ as well. Although not exactly the same type of prob, I hope your solution works Rhino.