Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 17 Oct 2014 20:55:02 GMT
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Theres an issue in 4.1 (not sure if its fixed in 4.2) where with certain mapping effects like water the stealth effects and some emmitter don't render if they are behind the object. In these two screenshots the stealth tank is in the exact same location and is above the water. Wherever the stealth effect and the water mipmap effect overlap the stealth effect doesn't draw at all. It actually makes it look like the water is above the stealth tank which it isn't. if the stealth tank or sbh is entirely over the water they are actually completely invisible.