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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Sun, 19 Oct 2014 19:35:11 GMT

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dblaney1 wrote on Fri, 17 October 2014 14:55 There's an issue in 4.1 (not sure if it's fixed in 4.2) where with certain mapping effects like water the stealth effects and some emitter 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.

Check the static sorting level of the water, I assume it is set to 1 or something equally high, try setting it to 32 and see if the issue persists.

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