Subject: snow behind ice/water
Posted by Slave on Sun, 27 May 2007 20:21:08 GMT
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Problem: As you can see in the picture, the snow falls down, dissapears behind the ice, and shows up again at the bottom. Obviously this looks a bit weird.

The ice is made the same way as water, only different textures and slightly different settings.

Is there a possibility to fix this depth sorting (or whatever it's called) bug?

The bug itself is really minor, but if there's a possibility to fix it, that would be nice.

Subject: Re: snow behind ice/water
Posted by zunnie on Mon, 28 May 2007 21:42:42 GMT
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I tried using a magnifier glass and binoculars but i cant see the problem?

Try uploading a bigger image lol...

Subject: Re: snow behind ice/water
Posted by Slave on Tue, 29 May 2007 06:22:10 GMT
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Nah, you are right, this bug is too minor to even be bothered with. Must be one of those w3d glitches.

Subject: Re: snow behind ice/water
Posted by Blazea58 on Tue, 29 May 2007 10:20:52 GMT
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Far as i know there really isen't much of a fix for this. I had problems with roleplay2 when we tried rain settings and the rain never even hit the map because i have a huge blocker at the very top of the map and that basically stopped everything from falling past it.

 From what i know, you have to be sure that and any other mesh in the area doesn't have physical collision. So if players arent supposed to go on it anyways you could just setup blockers around the ice area.

Subject: Re: snow behind ice/water
Posted by Scrin on Tue, 29 May 2007 19:09:17 GMT
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Slave wrote on Sun, 27 May 2007 15:21Problem: As you can see in the picture, the snow falls down, dissapears behind the ice, and shows up again at the bottom. Obviously this looks a bit weird.

The ice is made the same way as water, only different textures and slightly different settings.

Is there a possibility to fix this depth sorting (or whatever it's called) bug?

The bug itself is really minor, but if there's a possibility to fix it, that would be nice.
post somethink... from ss's.....

Subject: Re: snow behind ice/water
Posted by Viking on Tue, 29 May 2007 19:30:20 GMT
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I think APB has a way to fix this? I dunno...

If I understand what ur saying.

Subject: Re: snow behind ice/water
Posted by Slave on Wed, 30 May 2007 22:30:45 GMT
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This might be a better example of the same problem. The snow goes behind the "mountain".

Subject: Re: snow behind ice/water
Posted by nopol10 on Wed, 30 May 2007 23:53:53 GMT
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Put a large hidden box that extends beyond the height of the mountain and cover it (all in gmax). Make sure it has the normal collision stuff and the snow will just hit and disappear at the top of the hidden box.

Subject: Re: snow behind ice/water
Posted by Slave on Thu, 31 May 2007 05:04:01 GMT
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No, that ain't really what i mean.

Lemme try again.

We have 1 snow particle. It's 5 meters in front of you. 200 meters in front of you is the mountain texture on C&C_Under.

Once the snow particle falls down, and your eyes, the particle and the bacground mountain are in one line, the mountain appears in front of the particle, when in reality it is 195 meters behind it.

The game makes a wrong decision what to put in front of what. The snow wich is closer, apears behind the mountain wich is further away.

Better?