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Subject: some particles issue

Posted by [NACHO-ARG](#) on Thu, 15 Dec 2011 20:42:46 GMT

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hey ppl, i find this wile using beta 3, some particles emiter like this one in the vid and custom blod emitters that use to work fine before, now sometimes they show up black.

<http://www.youtube.com/watch?v=BuTY-L5yjFA&feature=youtu.be>

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Subject: Re: some particles issue

Posted by [iRANian](#) on Thu, 15 Dec 2011 21:25:51 GMT

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Err why are you using cheat models?

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Subject: Re: some particles issue

Posted by [NACHO-ARG](#) on Thu, 15 Dec 2011 22:56:10 GMT

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cheat models? the thing you see in the vid is the original particle that display when you hit the ground wile runing, so i dont know why you talk about cheats, though it shows blak so i thought in report it.

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Subject: Re: some particles issue

Posted by [iRANian](#) on Thu, 15 Dec 2011 22:56:40 GMT

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I mean the super-sized infantry.

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Subject: Re: some particles issue

Posted by [NACHO-ARG](#) on Fri, 16 Dec 2011 00:20:20 GMT

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"the super-sized inf" are models from cnc reborn and i use them because i love how they look, their hit boxes are the same as the original ones so doesnt matter if the mesh have a size of a building, besides they are not so big compared to the original chars anyway.

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Subject: Re: some particles issue

Posted by [iRANian](#) on Fri, 16 Dec 2011 00:42:48 GMT

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I doubt that, as the game allows you to use weapons that are way larger than the stock ones without having to use "that method" to work around Renegade's primitive anticheat.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Fri, 16 Dec 2011 01:57:21 GMT  
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ok man, if you think i am a cheater then go post about it somewhere else dude, i bring here the particle issue to help whit the dev of TT that is all and if it makes you feel better you can allways ask me to test the hit boxes or what ever you want, i play in jelly most of the time you sure will find me there.

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Subject: Re: some particles issue  
Posted by [StealthEye](#) on Sat, 17 Dec 2011 00:25:03 GMT  
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Sure it's not caused by a mod/skin/whatever? At least I see many changed textures. I'm not going to look into this issue unless you can confirm that it also happens on a clean install or happens for someone else with a clean install.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Sat, 17 Dec 2011 00:36:12 GMT  
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ok stealtheye i will test in clean ren to see if the same hapen.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Sat, 17 Dec 2011 01:57:46 GMT  
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no skins, no w3d files the hud is mess up because i forgot to delete soulhunter's hud.ini sorry about that, dont really know if it posible that the hud.ini could be the sourse of the problem but if it could be, let me know and i will try to frap one whit out that ini file, otter than that, this bug or what ever it be is a wierd thing because it doesnt hapend all the time, see the vid:

<http://www.youtube.com/watch?v=oY9eUDycVBA&list=UUJjV1wlgFQ3OTOlbdIxcH-w&index=1&feature=plcp>

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Subject: Re: some particles issue  
Posted by [Gohax](#) on Sat, 17 Dec 2011 02:08:56 GMT

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I use completely stock Renegade and I can confirm that this happens with me as well. Odd that it was the same exact map. I've only noticed it on Complex.

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Subject: Re: some particles issue  
Posted by [iRANian](#) on Sat, 17 Dec 2011 04:03:10 GMT  
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Does this also happen on your own character? I've played quite a bunch of Complex games and I haven't noticed it, which probably means it is setup dependent.

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Subject: Re: some particles issue  
Posted by [StealthEye](#) on Sat, 17 Dec 2011 13:54:24 GMT  
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Added to TODO. It's not really my area, I don't know what's wrong.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Sat, 17 Dec 2011 18:23:50 GMT  
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np man thanks for your attention.

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Subject: Re: some particles issue  
Posted by [jonwil](#) on Wed, 11 Jan 2012 14:43:00 GMT  
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Saberhawk says this is fixed so I am marking it as such. If the next build still has problems, we will reopen the issue.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Sat, 30 Jun 2012 18:58:30 GMT  
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this issue is still present in beta 5.

<http://youtu.be/nmjNCSqNAbQ>

<http://youtu.be/vJg7Eq8h8oo>

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Subject: Re: some particles issue  
Posted by [Gohax](#) on Sat, 30 Jun 2012 19:26:40 GMT  
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I've seen it as well.

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Subject: Re: some particles issue  
Posted by [jonwil](#) on Thu, 02 Aug 2012 03:53:07 GMT  
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Saberhawk says he cant see any specific issues in the code, what we need is exact reproduction steps to reproduce this (including any particle emitter or other w3d/texture replacements being used)

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Subject: Re: some particles issue  
Posted by [saberhawk](#) on Thu, 02 Aug 2012 03:55:57 GMT  
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What we really need is a custom emitter that exhibits the issue; I haven't been able to reproduce it with stock emitters in those locations.

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Subject: Re: some particles issue  
Posted by [NACHO-ARG](#) on Thu, 02 Aug 2012 05:43:15 GMT  
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if you watch the second video i posted in this topic, you will know it hapens in stock renegade as well, about reproducing it, i havent found a especific way to make it hapend and since it is related to emitters i dont think it is map dependent.

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