
Subject: Graphic error?

Posted by [Mauler](#) on Wed, 16 Jan 2013 20:17:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Was playing recently and noticed that the effects for the chem trooper red glass was not rendering ... it did work in 1.037, i was wondering if we can get that effect back... also noticed it did the same for textures set as 'additive'

here is a screenshot of the error, pre 4.0 it rendered the shadow on the ground as a red colored shadow...now it's not there.

Subject: Re: Graphic error?

Posted by [jonwil](#) on Thu, 17 Jan 2013 03:57:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please get me a picture of what it used to look like (i.e. how you think it should look) so we can investigate further.

Subject: Re: Graphic error?

Posted by [Mauler](#) on Thu, 17 Jan 2013 10:21:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here it is in 1.037

Also should mention it affects anything that has a transparency,additive,alpha effects

Subject: Re: Graphic error?

Posted by [Mauler](#) on Mon, 21 Jan 2013 06:28:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

unrelated to the previous post but, an error with the first person weapon display position. The resolution seems to bug up the model with TT 4.0, I have provided screens from both current TT 4.0 and 1.037 to see what the specific error is.. not a big issue but would like to see it fixed if possible, the same thing can be said about the camera being able to pass through walls which might be related to the same resolution bug

Weapon bug
Toggle Spoiler

Camera bug
Toggle Spoiler

Subject: Re: Graphic error?
Posted by [danpaul88](#) on Mon, 21 Jan 2013 10:15:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think those clipping issues are more to do with your very wide resolution, they look as if they are rigged with the expectation that the side of the monitor would conceal the clipping.

Subject: Re: Graphic error?
Posted by [Veyrdite](#) on Fri, 25 Jan 2013 01:13:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Mon, 21 January 2013 21:15I think those clipping issues are more to do with your very wide resolution, they look as if they are rigged with the expectation that the side of the monitor would conceal the clipping.

Perhaps, but the problem did not exist previously. Perhaps the close clipping plane was changed?

I have the same graphical issue @ 1920x1080 (16:9) EDIT: The clipping issue, that is

Subject: Re: Graphic error?
Posted by [NACHO-ARG](#) on Fri, 25 Jan 2013 02:00:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have the same issue too.

Subject: Re: Graphic error?
Posted by [Omar007](#) on Fri, 25 Jan 2013 11:38:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Veyrdite wrote on Fri, 25 January 2013 02:13Perhaps, but the problem did not exist previously. The reason it did not happen in 1.037 is because Renegade would just stretch the image over the given resolution. For instance, with 1920*1080 you'd basically have a 4:3 image stretched to 16:9 to fit the resolution. TT actually renders in the resolution you supply instead of stretching it to fit the screen. Hence whatever used to be outside the screen could've become visible. Now, with 16:9 this does not happen but those wide resolutions apparently do cause problems.

Subject: Re: Graphic error?
Posted by [braner101](#) **on** Sun, 27 Jan 2013 06:32:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

did it happen with original HUD to?

Subject: Re: Graphic error?
Posted by [Omar007](#) **on** Sun, 27 Jan 2013 13:39:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, I noticed the Chemsprayer helmet isn't missing/not rendering but that it does actually render. It only renders invisible. This also means that if it renders ontop of his own shadow, it'll make those parts of the shadow invisible.

File Attachments

1) [InvisHelmet.png](#), downloaded 739 times



Subject: Re: Graphic error?

Posted by [Jerad2142](#) on Mon, 18 Feb 2013 17:49:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks like the shadow checkbox isn't working quite right, hope we aren't going to lose colored shadow effects

As for the wide screen stuff that's not an issue, "widescreen" in 1.37 just stretched the screen. 4.0 is actual widescreen.
