

ET: Legacy Development - Bug #224

Smoke and water

01.03.2013 11:49 - IR4T4

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category: General	
Target version: ALL	
OS:	Arch:
Description From Saukko http://www.etlegacy.com/boards/3/topics/293 - When you throw a smokegrenade outside of the water and go into water you do not see any smoke from the water, but if some smoke goes into water, then you will see a bit smoke. - The second one is when you throw a smokegrenade into water and you look into water, you do not see the smoke until some comes out of the water.	
Related issues:	
Related to ET: Legacy Development - Bug # 459: Revive icon doesn't show on te...	New 31.12.2013
Related to ET: Legacy Development - Bug # 646: Smokegrenades and airstrike ca...	New 20.11.2014

Associated revisions

Revision 1619ccab - 15.10.2013 18:50 - RaFaL

misc: missing tranlation warmup:match begins in:,refs #224

Revision b7b47190 - 15.10.2013 19:05 - RaFaL

misc: wtf who has changed it had to fix xD ,refs #224

History

#1 - 01.03.2013 11:51 - IR4T4

shot0000.jpg

shot0003.jpg

#2 - 08.10.2017 14:18 - keMoN

Could someone try and find out which exact shader is called for the smokepuffs? Hopefully that is called somewhere in the code. I found a sprites/smokepuff shader in `_unsorted.shader`, but it doesn't seem the be that one.

I don't know how that is handled in the code, but if it is a shader like any other thrn my best guess would be to include a [sort](#) shader parameter.

#3 - 08.10.2017 14:34 - keMoN

- Related to Bug #459: Revive icon doesn't show on teammates who are underwater added

#4 - 08.10.2017 18:21 - keMoN

- Related to Bug #646: Smokegrenades and airstrike canisters behind a glass can't be seen added