

ET: Legacy Development - Bug #245

SnowRain falling through walls

13.03.2013 07:40 - Harlekin

Status:	Fixed	% Done:	100%
Priority:	Low	Spent time:	0.00 hour
Assignee:	IR4T4		
Category:	Mod CGAME		
Target version:	2.71rc2		
OS:		Arch:	
Description			
Atmospheric effect Snow/Rain is falling through walls.			

Associated revisions

Revision 8447461b - 27.03.2013 20:41 - IR4T4

mod: using rounding conversion in BG_GetSkyHeightAtPoint, BG_GetSkyGroundHeightAtPoint and BG_GetGroundHeightAtPoint refs #247 refs #245

Revision faa594e4 - 11.07.2013 13:11 - IR4T4

cgame: added small atmospheric particle offset added - fixes #245

History

#1 - 13.03.2013 07:50 - Harlekin

- File shot0041.jpg added

#2 - 13.03.2013 09:54 - IR4T4

- Category set to Client

- Target version set to 2.71rc2

#3 - 13.03.2013 11:15 - IR4T4

Does this bug also occure with vanilla engine ?

#4 - 30.04.2013 20:08 - IR4T4

- Assignee set to IR4T4

#5 - 11.07.2013 13:23 - IR4T4

- Status changed from New to Fixed

- % Done changed from 0 to 100

Applied in changeset commit:faa594e4576f98aa2705b354c0c10f8a8306d513.

#6 - 11.07.2013 13:53 - IR4T4

- Category changed from Client to Mod CGAME

Files

shot0035.jpg	459 KB	13.03.2013	Harlekin
shot0041.jpg	309 KB	13.03.2013	Harlekin