

ET: Legacy Development - Bug #248

Flame shader bug

16.03.2013 23:32 - Niek

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category: Server	
Target version: 2.78	
OS:	Arch:
Description	
If a server runs for a day the flame shader doesn't work anymore, can that be fixed?	
Related issues:	
Related to ET: Legacy Development - Bug # 714: Fix flamethrower	New 13.12.2014
Related to ET: Legacy Development - Bug # 1098: Big servertime servers make m...	New 20.07.2018

History

#1 - 18.03.2013 11:01 - IR4T4

- Target version set to 2.71rc2

#2 - 19.04.2013 16:56 - IR4T4

Basically this bug is fixed in quake3 r91 <http://icculus.org/pipermail/quake3-commits/2005-September/000010.html> but this change seems to cause other issues: https://bugzilla.icculus.org/show_bug.cgi?id=4233

#3 - 27.04.2013 12:47 - Dragonji

- Subject changed from Flame shaderbug to Flame shader bug
- Description updated
- Priority changed from Normal to High

#4 - 30.04.2013 19:55 - IR4T4

- Priority changed from High to Normal

#5 - 16.05.2013 11:14 - IR4T4

- Target version changed from 2.71rc2 to 2.78

#6 - 08.12.2013 08:22 - IR4T4

- Related to Feature #414: Add server /uptime cmd added

#7 - 13.12.2014 17:51 - Saukko

- Related to Bug #714: Fix flamethrower added

#8 - 09.05.2017 15:33 - thunder

- Related to Task #1029: renderer2: Mirror all R1 shaders in R2 added

#9 - 24.07.2018 12:36 - IR4T4

- Related to Bug #1098: Big servertime servers make movers to lag added

#10 - 24.07.2018 12:36 - IR4T4

- Related to deleted (Task #1029: renderer2: Mirror all R1 shaders in R2)

#11 - 24.07.2018 12:36 - IR4T4

- Related to deleted (Feature #414: Add server /uptime cmd)