

## ET: Legacy Development - Bug #515

### Player shadow z-fighting with decals

19.02.2014 19:08 - keMoN

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	

#### Description

I couldn't find the shader for the player shadow (sprites/shadow\_foot and sprites/shadow/torso), but I suppose it's using **polygonoffset** like decals do.

Anyways, I encountered that the player shadows flickers when standing on top of a decal (the effect when two textures are overlaying each other).

An exception are the tracks in fueldump and their shader uses **sort decal** in the shader ([sort parameter](#) )

Decal isn't one of those options, but obviously exists. This parameter varies the height on which textures/shaders are drawn, so that should be the desired parameter.

I would've tested some options of 'sort' myself, but I couldn't find the shader for the shadows.

#### History

##### #1 - 22.02.2014 14:41 - keMoN

The shaders for **shadow\_foot** and **shadow\_torso** are located in **\_unsorted.shader**

I tested several options of the 'sort'-parm, but nothing worked properly.

##### #2 - 01.03.2014 20:57 - Saukko

- Subject changed from *player shadow flickers on decals* to *Player shadow flickers on decals*

- Target version set to 2.78

##### #3 - 09.05.2017 15:34 - thunder

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

##### #4 - 09.10.2017 13:18 - keMoN

- Subject changed from *Player shadow flickers on decals* to *Player shadow z-fighting with decals*

##### #5 - 14.08.2018 11:33 - IR4T4

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