

ET: Legacy Development - Bug #696

Demo playback issues

06.12.2014 16:22 - Saukko

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Client		
Target version:	2.78		
OS:		Arch:	
Description			
<ol style="list-style-type: none">1. Weird shadows from brass is left behind when rewinding2. All the brass is "already" there when rewinding3. Some smokes will show before it ever happened when you rewind, for example gun smoke (see screenshots)4. Smoke coming from a gun will still play when demo is paused5. Most sounds will still play even the demo is paused (reload, airstrike, tank move sound etc.)6. Left hand side of the screen where the kills are shown... won't actually reset to the right state after rewinding. Meaning that when some kills have happened and you rewind and the same kills happen again, the same kills will be shown on top of each other (see screenshots)			
There are far more issues with this but these are now which came to my mind.			
-*S			

History

#1 - 07.03.2017 16:11 - IR4T4

- Category set to Client

Files

shot0005.jpg	441 KB	06.12.2014	Saukko
shot0004.jpg	432 KB	06.12.2014	Saukko
shot0006.jpg	458 KB	06.12.2014	Saukko