Distorted Android - Bug #16

When rotated at an angle, surfaces get increasingly transparent

07/07/2016 10:43 AM - Leszek Koltunski

Status:	Closed		**Start date:**	07/07/2016
Priority:	Normal		**Due date:**	
Assignee:	Leszek Koltunski		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

Any surface gets more and more transparent when rotated.

This is probably issue with the last line of the fragment shader, where we multiply the g_FragColor (everything including alpha) by (v_Normal.z+1.0)/2.

History

#1 - 07/07/2016 03:05 PM - Distorted Admin

- *Status changed from New to In Progress*

- *Assignee set to Leszek Koltunski*

#2 - 07/20/2016 11:13 PM - Distorted Admin

- *Status changed from In Progress to Closed*

Commit library|ff8ad0a7 fixes this.

#3 - 04/13/2018 12:19 AM - Distorted Admin

- *% Done changed from 0 to 100*