

Distorted Android - Bug #29

Postprocessed surface incorrectly merged

04/08/2018 09:24 PM - Leszek Koltunski

Status:	Closed	Start date:	04/08/2018
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>As easily demonstrated by the 'Triblur' app, when we have 2 postprocessed objects, and the one closer to us is drawn first, and it obstructs another post processed object further away from us, then the two post processed surfaces are not merged together correctly (white band appears).</p> <p>This is most probably the issue with the 'blitWithDepth' function ignoring transparency. We need a method which will be able to merge two surfaces taking into account</p> <ul style="list-style-type: none">a) colorb) depthc) transparency			
Related issues:			
Related to Feature #15: Order Independent Transparency		Closed	06/17/2016

History

#1 - 04/12/2018 11:10 PM - Leszek Koltunski

- Related to Feature #15: Order Independent Transparency added

#2 - 05/30/2018 01:02 PM - Leszek Koltunski

- Status changed from New to Closed

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 100

Commit [library|c207da02](#) resolves this.