

## Doomsday Engine - Bug #819

### Wrong dynamic light texture opacities (Intel GMA X3100)

2009-11-15 13:57 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2009-11-15
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> On the MacBook Air that has an integrated Intel GMA X3100 GPU, there is a problem rendering all dynamic light / fakeradio textures. It appears that, in the textures, opacity is either fully opaque or fully transparent. Screenshot attached.	
<b>Labels:</b> Graphics	

#### History

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#1 - 2009-11-16 21:02 - skyjake

Dynlight texture opacity issue

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/4567baed/b32d/attachment/Screen%20shot%202009-11-15%20at%2015.52.17.png](http://sourceforge.net/p/deng/bugs/_discuss/thread/4567baed/b32d/attachment/Screen%20shot%202009-11-15%20at%2015.52.17.png)