

BG:EE Public Bugs - Bug #23081

[UI] Character Arbitration should not have art showing through transparency

04/26/2016 01:50 PM - Richard Hilton

Status: Closed - Fixed	Start date: 04/22/2016
Classification: C - Minor	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version: 2.1.63.2	

Description

1. Start BG:EE
2. Multiplayer, Create New Game, Create, New Game, Done

Observed
There are shaded art pieces that appear in three of the corners
Screen%20Shot%202016-02-28%20at%205.25.51%20AM.png

Expected
There should be no additional art in those areas

note
Internal report #20211

History

#1 - 04/26/2016 02:09 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 04/27/2016 03:50 PM - Anders Svensson

- Target version deleted (Next Update)

#3 - 05/03/2016 01:28 PM - Anders Svensson

- Target version set to Next Update

- Found In Version set to 2.1.63.2

#4 - 05/14/2016 11:36 PM - Mike Finney

- File mpui.JPG added

All of these issues appear to be resolved in the latest 2.2.66.0 beta. The left side was redrawn and filled with a stoney texture and the right side "ghost images" are gone as well.

#5 - 05/16/2016 05:09 PM - Richard Hilton

- Status changed from Submitted to Closed - Fixed

#6 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

Screen Shot 2016-02-28 at 5.25.51 AM.png	843 KB	02/28/2016	Jeff "Cerevant" Payne
mpUlexample.png	1.9 MB	03/28/2016	Alan Watson "ajwz"
mpui.JPG	164 KB	05/15/2016	Mike Finney