

## SoD Public Bugs - Bug #23126

### [MDD015] Coast Ways Bridge should not have square artefacts

04/26/2016 04:32 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 03/10/2016
<b>Classification:</b> C - Minor	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

- 1 Load the attached save.
2. Locate the blockade at x y and jump there (Ctrl/j).
3. Watch the cutscene.

**Observed**  
The bridge has two large square artefacts.

**Expected**  
The bridge should be rendered correctly.

**Note**  
Internal report #20890

Observed under DirectX and OpenGL.

#### History

**#1 - 04/26/2016 05:30 PM - Richard Hilton**

- Status changed from New to Submitted

**#2 - 04/27/2016 05:49 PM - Filip Flechtner**

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

The internal report had already been closed as confirmed.

**#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

#### Files

000000361-After Belegarm.zip	214 KB	03/10/2016	Richard Hilton
opengl CWC bridge 2 0 59 0.jpg	106 KB	03/10/2016	Richard Hilton
bridgeminimap.jpg	436 KB	03/29/2016	Alan Watson "ajwz"
smokeeffect.jpg	333 KB	03/29/2016	Alan Watson "ajwz"