

First aid: Wrong render order

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1 Problem

Especially with semi-transparent meshes, the render order plays a crucial role. Now it can happen that everything is correct in the content tool, but the order in the simulation is wrong.

2 Background

When exporting, the Content tool combines identical materials and meshes that have completely identical properties (i.e. material, animation, visibility, etc.). This often leads to a change in order, but since the Content Tool always shows the unmerged version, everything looks normal there.

3 Solution

A mesh property is planned that it may not be combined with others. As long as this is not the case, the mesh can be "separated" by having other properties:

- Other visibility (variables, flags...)
- Other Animation
- Other material, whereby it must be noted that the material is really "different", i.e. at least one parameter is set slightly differently. That should be enough! 😊