

## Doomsday Engine - Bug #2348

### Translucent 3D model blending issue versus sprites

2019-10-27 17:48 - skyjake

|  |            |                    |            |
|--|------------|--------------------|------------|
| <b>Status:</b>   | Closed     | <b>Start date:</b> | 2019-10-27 |
| <b>Priority:</b>   | Normal     | <b>% Done:</b>     | 100%       |
| <b>Assignee:</b>   | skyjake    |                    |            |
| <b>Category:</b>   | Regression |                    |            |
| <b>Target version:</b>   | 2.1.2      |                    |            |
| <b>Description</b>   |            |                    |            |
| Draw order of models versus sprites was sometimes incorrect due to another DGL flush related regression. |            |                    |            |

#### History

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**#1 - 2019-10-27 17:49 - skyjake**

- Subject changed from 3D model blending issue versus sprites to Translucent 3D model blending issue versus sprites

**#2 - 2019-11-30 08:25 - skyjake**

- Status changed from Resolved to Closed