

Doomsday Engine - Bug #2348

Translucent 3D model blending issue versus sprites

2019-10-27 17:48 - skyjake

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

History

#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