

## 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