

## Doomsday Engine - Bug #25

### Translucent Cacodemons

2003-03-14 14:15 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-14
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.7	
<b>Description</b> In map30 of Doom 2, some of the Cacodemons were turned translucent. Might not happen consistently.	
<b>Labels:</b> Graphics	

#### History

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#1 - 2003-05-18 14:23 - skyjake

Logged In: YES  
user\_id=717323

I'm closing this -- can't reproduce it.