

CentrED - Bug #46

Translucent tiles

12/04/2009 09:18 PM - Andreas Schneider

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|---|-------------------|------------------------|------------|
| Status: | Closed | Start date: | 12/04/2009 |
| Priority: | Normal | Due date: | |
| Assignee: | Andreas Schneider | % Done: | 100% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | 0.5 | | |
| Description | | | |
| Re-implement support for translucent tiles. | | | |

Associated revisions

Revision 87:19ce2f8e0667 - 12/05/2009 01:24 AM - Andreas Schneider

- Added translucent static tile support (fixes #46)
- Fixed infinite recursion when updating ghost map tiles

History

#1 - 12/05/2009 01:26 AM - Andreas Schneider

- Status changed from *New* to *Resolved*
- % Done changed from 0 to 100

Applied in changeset [r87](#).

#2 - 12/06/2009 08:06 PM - Andreas Schneider

- Status changed from *Resolved* to *Closed*