

# Infinity Engine Public Bugs - Bug #23098

## Characters should not become invisible again after exiting Stealth mode

04/26/2016 02:39 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 04/07/2016
<b>Classification:</b> B - Severe	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

1. Load the attached SoD save
2. Make Charname hide in shadows successfully (F6)
3. Wait for the next "Hide in Shadows" message to appear (takes 12 to 18 seconds; reload if Charname fails to hide)
4. When the message appears, exit Stealth immediately (F6)
5. Note that Charname becomes fully visible when you exit Stealth (correct)
6. Watch Charname's sprite

**Observed**  
After a few seconds, Charname becomes invisible again. He then stays invisible for another 12 to 18 seconds. See the attached video.

**Expected**  
Charname should not become invisible again.

**Notes**  
Internal report #22540  
  
Savegames for testing in BG:EE and BGII:EE are also attached.

### History

**#1 - 04/26/2016 02:57 PM - Richard Hilton**

- Status changed from New to Submitted

**#2 - 04/29/2016 02:33 PM - Filip Flechtner**

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

Fixed in v2.2.64.1.

**#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

### Files

000000840-Invisible_after_Stealth_SoD.zip	148 KB	04/07/2016	Filip Flechtner
000000850-Invisible_after_Stealth_BG1.zip	84.9 KB	04/07/2016	Filip Flechtner
000000860-Invisible_after_Stealth_BG2.zip	83.2 KB	04/07/2016	Filip Flechtner
invisible.mp4	1.79 MB	04/07/2016	Filip Flechtner