

# Doomsday Engine - Bug #2235

## Afrits sometimes become invisible when frozen

2017-04-03 20:08 - theleo\_ua

<b>Status:</b>	New	<b>Start date:</b>	2017-04-03
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.3.x		

### Description

Frozen afrits can be invisible sometimes

1) Try to freeze an afrit like in this video:

<https://www.youtube.com/watch?v=zinx1oStuz0&index=31&list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=2h41m52s> (watch at 2:41:52)

Actual result: afrit is invisible

Expected result: afrit should be visible

Reproduced in 2.0 stable

### History

#### #1 - 2017-04-03 20:12 - skyjake

- Tags set to Hexen, PlaySim

- Category set to Defect

- Target version set to 2.1 (Late 2018)

#### #2 - 2017-04-03 20:14 - skyjake

Do you know if this can happen without resource packs as well?

#### #3 - 2017-04-03 20:31 - theleo\_ua

- File CFG+LOGS.7z added

Yes, it can happen without addons, here is the cfg+logs: [https://drive.google.com/file/d/0BygbyP4\\_qEiTV2xWMmFjN2VPRmc/view?usp=sharing](https://drive.google.com/file/d/0BygbyP4_qEiTV2xWMmFjN2VPRmc/view?usp=sharing)

#### #4 - 2018-10-27 15:19 - skyjake

- Target version changed from 2.1 (Late 2018) to 2.2 (2019)

#### #5 - 2019-10-14 10:30 - skyjake

- Target version changed from 2.2 (2019) to 2.3.x

#### #6 - 2019-12-01 22:27 - skyjake

- Subject changed from Frozen afrits can be invisible sometimes to Afrits sometimes become invisible when frozen

### Files

CFG+LOGS.7z	388 KB	2017-04-03	theleo_ua
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