

## Doomsday Engine - Bug #216

### Wrong model rendered (Model Selector/DED reader)

2005-02-15 19:05 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2005-02-15
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b> danij	
<b>Category:</b> Defect	
<b>Target version:</b>	
<b>Description</b> <p>I encountered this while creating the jDRP Demon &amp; Spectre models.</p> <p>When using the selector mechanism - If the model for the object chosen with selector 1 has different model states defined than that of the model used for selector 0, sometimes the wrong model is drawn.</p> <p>For example:</p> <p>The demon has two pain frames and a single model frame is assigned for each.</p> <p>The spectre has two pain frames but uses four model frames in the animation.</p> <p>In game when the demon enters the pain state it appears to turn into the Spectre.</p> <p>I think it's either a bug in the DED reader or the model renderer.</p> <p>If you want some examples to debug with - download the early JDRP 1.1 ALPHA Demon and Spectre modules (they illustrate the problem when the killed anim plays for the Demon it turns into the Spectre).</p> <b>Labels:</b> Graphics	

### History

#### #1 - 2007-05-28 06:45 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

bump - whats happening here ?

#### #2 - 2013-07-18 17:39 - skyjake

- **Priority:** 5 --> 4

#### #3 - 2013-07-18 17:39 - skyjake

May be obsolete?

#### #4 - 2013-10-22 15:37 - skyjake

- *Tags set to 3DModel, Renderer*  
- *Category set to Defect*  
- *Status changed from New to Feedback*  
- *Assignee set to danij*

- *Target version deleted (1.8.6)*

**#5 - 2013-10-22 23:35 - danij**

I'll need to retest this but OTOMH this was fixed some time ago, along with the related issues of models facing the wrong direction when first spawned (visibly facing the wrong direction during the first render frame after map load).

**#6 - 2015-03-11 23:45 - danij**

- *Status changed from Feedback to Closed*

It seems this issue was indeed resolved some time ago.