

## Doomsday Engine - Bug #2239

### HUD Frost shards from XARP changing their Zoffset if instantly fire after switching

2017-04-05 01:07 - theleo\_ua

Status:	New	Start date:	2017-04-05
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:			
Target version:	Rendering		

#### Description

HUD Frost shards from XARP changing their Zoffset if instaltly fire after switching

- 1) Turn on XARP <http://dengine.net/talk/discussion/1491/xarp-hexen-authentic-resource-pack-jxccp-maintained/p1> and start hexen with mage
- 2) Type NRA cheat
- 3) Try to switch to frost sharts and press fire key immediately

Actual result: Zoffset changed (only fingers are visible):

<https://www.youtube.com/watch?v=6MLU4EOSfCE&index=23&t=6899s&list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m04s> (watch at 1:04:07)

Expected result: Zoffset should not change (whole hand should be visible):

<https://www.youtube.com/watch?v=6MLU4EOSfCE&index=23&t=6899s&list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m08s> (watch at 1:04:09)

Reproduced in 1.15.8 and 2.0 stable

#### History

#1 - 2017-04-05 01:08 - theleo\_ua

Actual result: Zoffset changed (only fingers are invisible)

should be:

Actual result: Zoffset changed (only fingers are visible)

#2 - 2017-04-05 06:47 - skyjake

- Tags set to 3DModel, Renderer
- Subject changed from *HUD Frost shards from XARP changing their Zoffset if instantly fire after switching to HUD Frost shards from XARP changing their Zoffset if instantly fire after switching*
- Description updated

#3 - 2017-04-10 21:01 - skyjake

- Target version set to Rendering