

## Doomsday Engine - Bug #2239

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

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

<b>Status:</b>	New	<b>Start date:</b>	2017-04-05
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	Rendering		
<b>Description</b>			
HUD Frost shards from XARP changing their Zoffset if instantly fire after switching			
1) Turn on XARP <a href="http://engine.net/talk/discussion/1491/xarp-hexen-authentic-resource-pack-jxccc-maintained/p1">http://engine.net/talk/discussion/1491/xarp-hexen-authentic-resource-pack-jxccc-maintained/p1</a> and start hexen with mage			
2) Type NRA cheat			
3) Try to switch to frost shards and press fire key immediately			
Actual result: Zoffset changed (only fingers are visible): <a href="https://www.youtube.com/watch?v=6MLU4EOSfCE&amp;index=23&amp;t=6899s&amp;list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m04s">https://www.youtube.com/watch?v=6MLU4EOSfCE&amp;index=23&amp;t=6899s&amp;list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m04s</a> (watch at 1:04:07)			
Expected result: Zoffset should not change (whole hand should be visible): <a href="https://www.youtube.com/watch?v=6MLU4EOSfCE&amp;index=23&amp;t=6899s&amp;list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m08s">https://www.youtube.com/watch?v=6MLU4EOSfCE&amp;index=23&amp;t=6899s&amp;list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5#t=1h04m08s</a> (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