

Doomsday Engine - Bug #2253

[Doom] Arch-vile sprite disappears when resurrecting a monster

2017-07-01 02:09 - sonicdoommario

Status:	New	Start date:	2017-07-01
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Defect		
Target version:	Vanilla / Gameplay		
Description			
I've noticed when playing recently that the Arch-vile will briefly disappear when resurrecting a monster. From testing you will not see the sprite if you are looking at the back or the side of the Arch-vile. The sprite is there if you're looking directly from the front. I tested this with the Arch-vile/Chaingunner in Plutonia Map01 if you need a quick test.			
Related issues:			
Related to Bug #1964: Problems with sprites with special chars [/] (Doom Ar...		Closed	2015-02-11

History

#1 - 2017-07-01 09:01 - skyjake

- Related to Bug #1964: Problems with sprites with special chars [/] (Doom Arch Vile disappears; Hexen crash when Traductus dies) added

#2 - 2017-07-01 09:01 - skyjake

I wonder if bug [#1964](#) has made a comeback...

#3 - 2017-07-01 09:58 - skyjake

- Category set to Defect
- Assignee set to skyjake
- Target version set to 2.0.3

#4 - 2017-07-27 12:21 - skyjake

- Target version changed from 2.0.3 to 72

#5 - 2018-10-27 16:09 - skyjake

- Target version changed from 72 to Vanilla / Gameplay