

## Doomsday Engine - Bug #65

### Shiny skins on HUD Models

2003-06-10 19:47 - skyjake

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2003-06-10 |
| <b>Priority:</b> High  | <b>% Done:</b> 100%           |
| <b>Assignee:</b> skyjake   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b> 1.7.10  |                               |
| <b>Description</b><br>Shiny skins do not work correctly on HUD models. The skin appears but I think it's mapping position is being distorted due to the fact that the HUD model is always in the center of the window. This results in the skin flashing on the whole model.<br><br>Dani J666<br><br><b>Labels:</b> Graphics |                               |

#### History

##### #1 - 2003-06-30 21:25 - skyjake

Logged In: YES  
user\_id=717323

Making this a bug.

##### #2 - 2003-08-15 15:22 - skyjake

Logged In: YES  
user\_id=717323

In 1.7.12, the shiny coords of HUD models are calculated a bit differently. They aren't hugely realistic or anything, but there should be no more bad wraparounds (well, a few...) or other such problems.