# Doomsday Engine - Bug #875

## Rend-Dev-Nosprite conflicts with certain HeXen mobj actions

2010-03-18 18:41 - vermil

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| **Status:** | Closed | | **Start date:** | 2010-03-18 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | | | | |
| **Category:** | | | | |
| **Target version:** | 1.9.0-beta6 | | | |

**Description**

The "rend-dev-nosprite" console cvar conflicts with the HeXen mobj action's "A_UnHideThing" and presumably the associated "A_SerpentHide" and cause Dday to freeze if one is called while the above console command is set to 1 (i.e so that no sprites are rendered).

Given that these mobj actions turn off and on the rendering of a mobj's sprites, it's probably an oversight (i.e the A_UnhideThing code doesn't know what to do if the sprites are already not being rendered by the above console command).

**Labels:** Console

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**History**

**#1 - 2011-02-13 04:00 - vermil**

Seems this issue doesn't exist in the latest version (Beta 6.9).

**#2 - 2012-08-27 20:18 - danij**

I have not been able to locate any serious issues related to the rend-dev-nosprite cvar and a potential interaction with these action functions.

Could you detail what you think isn't working correctly and/or provide a step-by-step method for replicating the issue.