# Doomsday Engine - Bug #934

## [Heretic] Energy Orbs using wrong sprites in shareware

2010-09-20 10:52 - vermil

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|---|---|---|---|
| **Status:** | Closed | **Start date:** | 2010-09-20 |
| **Priority:** | Normal | **% Done:** | 100% |
| **Assignee:** | danij | | |
| **Category:** | | | |
| **Target version:** | 1.9.0-beta6 | | |

**Description**

When playing the shareware Heretic Iwad In 1.9 Beta 6.9, the sprites for Energy Orb's (large Dragon Claw ammo) are replaced by the unused (i.e no mobj actually uses them) Golem gib chunk sprites; SHRDA0-F0. The mobj itself seems unaffected; it is still an Energy Orb, just its somehow using the wrong sprites.

What makes this even more bizarre is the fact that these unused sprites, present in all versions of the Heretic Iwad (shareware and full), aren't even and never have been defined in Dday's sprite definitions.

The full version of Hereitc: SOTR doesn't exhibit this bug: Energy Orb's are displayed correctly.

**Labels:** Graphics

### History

**#1 - 2010-09-11 16:10 - vermil**

**Attachments:**

- http://sourceforge.net/p/deng/bugs/_discuss/thread/df8c3038/b3c2/attachment/heretic-share-000.jpg

**#2 - 2010-09-20 10:57 - vermil**

I've attached a screenshot.

**#3 - 2010-09-20 10:57 - danij**

Fixed in for the upcoming 1.9.0-beta6.10 release.