

## Doomsday Engine - Bug #96

### jHexen: Gargoyle stretched out?

2003-06-30 19:22 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b> The gargoyle with fire which you can see in the ingame menu on the left and the right is stretched out when: 1.Starting a new Hexen via kickstart 2.Typing the visit05 code 3. Your in the ironlevel...Now press escape to see the that the ingame menu gargoyles with fire are stretched out 4. Go look for these gargoyles in the game in this level (you can find them in the center room) They are also stretched out  This occurs both in D3D and openGL  a screenshot is included  <b>Labels:</b> Graphics	

#### History

##### #1 - 2003-06-30 19:22 - skyjake

*(originally posted by anonymous SF.net user)*

Screenshot

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/c2359e2d/31e4/attachment/gargoyle.JPG](http://sourceforge.net/p/deng/bugs/_discuss/thread/c2359e2d/31e4/attachment/gargoyle.JPG)

##### #2 - 2003-06-30 20:20 - skyjake

Logged In: YES  
user\_id=717323

I believe this is fixed in the latest snapshot.

##### #3 - 2003-07-01 11:54 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Actually it's not...In the gardian of steel the gargoyle still appears like on the screenshot

I'm using the snapshot on the doomsday site (1 meg)

##### #4 - 2003-07-02 16:37 - skyjake

Logged In: YES  
user\_id=717323

Try this:

- Install 1.7.10 into a temp directory.
- Apply the latest snapshot.
- Do the Gargoyles still get stretched?

**#5 - 2003-07-04 12:53 - skyjake**

*(originally posted by anonymous SF.net user)*

Logged In: NO

Ok, It's fixed...I must have downloaded a less recent snapshot a while ago and installed that on the doomsday directory: I redownloaded the most recent snapshot from doomsday and the problem seems to be fixed thx :-)