

Doomsday Engine - Bug #875

Rend-Dev-Nosprite conflicts with certain HeXen mobj actions

2010-03-18 18:41 - vermil

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	

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.