

# PiratesBay.Textures Glitch. The textures at the pier do not display correctly

Printed from Asana

☐ PiratesBay.Textures Glitch. The textures at the pier do not display correctly

**Build v1.3**

## Environment

Windows 10 Pro N Version 1909

## STR

1. Double click on the 'BattleOfTheWildWest.exe' icon to launch the game.
2. Once the game loads click the 'Multiplayer' Button in the submenu on the left.
3. Click the 'Host Game' Button on the left hand side.
4. In the appeared menu select the PiratesBay Map in the Map line by clicking the '>' icon.
5. Click 'Host Game'.
6. Click 'Team 1'.
7. Click 'Resume'.
8. Move towards the pier and go under it.

**Expected result:** The texture around you should be water.

**Actual Result:** The texture switches from sand to water and the other way round unexpectedly.

## Repro

<https://youtu.be/39jiYgAh8FI>

### Tax Mass v1 3 Texture Glitch



Ksenia Gabrusevich created this task. 2 days ago

Ksenia Gabrusevich added to [Ksenia Gabrusevich](#) . 2 days ago

Артур Веранян changed the name to "PiratesBay.Textures Glitch. The textures at the pier do not display correctly". [Show Original](#) 2 days ago



Артур Веранян 2 days ago

Approved.