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| View Issue Details | | | | | |
|  | | | | | |
| ID: | Category: | Severity: | Reproducibility: | Date Submitted: | Last Update: |
| 787027 | [170-PanovaA] Homework\_7/Games | major | always | 2022-05-28 12:24 | 2022-05-28 12:26 |
|  | | | | | |
| Reporter: | 170-PanovaA | Platform: | PC |  | |
| Assigned To: | training\_center | OS: | Windows |  | |
| Priority: | normal | OS Version: | 10 x64 |  | |
| Status: | assigned | Product Version: |  |  | |
| Product Build: |  | Resolution: | open |  | |
| Projection: | none |  |  |  | |
| ETA: | none | Fixed in Version: |  |  | |
|  |  | Target Version: |  |  | |
|  | | | | | |
| Summary: | Win. “The party” mission. The character's model falls into the asphalt texture after approaching the “Ken's office” building | | | | |
| Description: | The character's model falls into the asphalt texture after approaching the “Ken's office” building from the east side.  The cars and the NPS also fall into the texture. | | | | |
| Tags: |  | | | | |
| Steps To Reproduce: | Windows 10 x64 Build 2745  1. Launch the “Grand Theft Auto: Vice City” game. 2. Start “The party” mission. 3. Move from the start location to Ken’s office from the east side. 4. Approach to the building. 5. Pay attention to the character model position.  Actual result: The character's model falls into the asphalt texture after approaching the “Ken's office” building from the east side.   Expected result: The character's model stands on the asphalt after approaching the “Ken's office” building from the east side. | | | | |
| Additional Information: |  | | | | |
| Attached Files: | gta-vc\_texture.png (446,278 bytes) 2022-05-28 12:24 <https://bt-w.qatestlab.com/file_download.php?file_id=939563&type=bug> gta-vc\_texture.mp4 (3,301,052 bytes) 2022-05-28 12:24 <https://bt-w.qatestlab.com/file_download.php?file_id=939562&type=bug> | | | | |
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