

Doomsday Engine - Bug #1065

[HeXen] loading a pwad breaks player colours

2012-07-10 09:46 - vermil

Status:	Closed	Start date:	2012-07-10
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.9		
Description			
Using the load console command to load a pwad while playing HeXen breaks the class colours, causing the player sprites to go black (and hence 'invisible' on the class select screen due to the black background).			
Labels: Resources			

History

#1 - 2012-07-10 09:49 - skyjake

The problem was that after engine reset, the game was not reloading the color palettes even though they had been cleared during the reset.

#2 - 2012-07-10 13:39 - skyjake

- **status:** closed --> fixed

#3 - 2013-03-29 11:43 - vermil

In all but one colour: Blue for the Mage and Cleric and Yellow for the Fighter