

## Doomsday Engine - Bug #1069

### Default background colour for holes in splash screens

2012-07-23 07:54 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2012-07-23
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	Rendering		

#### Description

<http://www.doomworld.com/idgames/index.php?id=8774>

This pwad features a title pic with transparent parts; Vanilla Doom places the previous frame in these bits (black if just starting the engine and whatever the last map was if returning to the title screen from a map. Dday fills the area with white and the last map respectively. GZDoom comparatively, fills it with black in both cases.

Can Dday auto fill holes in splash screens if there is no other graphic behind it? I'm guessing a problem with doing that is that Infine can dynamically spawn/move/scale etc images at any time.

**Labels:** Data

#### History

**#1 - 2016-08-09 10:25 - skyjake**

- Target version deleted (1.8.6)

**#2 - 2017-04-03 14:43 - skyjake**

- Target version set to Rendering