

## Doomsday Engine - Bug #1704

### Busy mode background images

2014-01-03 23:50 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2014-01-03
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.13.2		
<b>Description</b>			
Using 1.13 stable.			
In Heretic, going from an intermission screen to a map produces a black screen during loading instead of a background. Entering an intermission from a map is fine.			
While in Doom, the screen melt when going to an intermission screen from a map is pure white. Exiting a map from an intermission is fine.			

#### Associated revisions

##### Revision 81eb082a - 2014-01-12 12:11 - skyjake

Fixed|Heretic: Transition from intermission to next map

The busy mode transition frame was not being prepared at the end of the Heretic intermission. Also, there was a waiting period after the intermission where nothing was being drawn.

IssueID #1704

##### Revision af95f5fa - 2014-01-12 12:13 - skyjake

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#### History

##### #1 - 2014-01-04 00:24 - skyjake

- Status changed from New to In Progress
- Assignee set to skyjake

##### #2 - 2014-01-12 11:26 - skyjake

- Tags set to UI
- Target version set to 1.13.2

##### #3 - 2014-01-12 12:11 - skyjake

- Status changed from In Progress to Closed
- % Done changed from 0 to 100