# Doomsday Engine - Bug #1913

## Custom Playpal messes up future font colours

2014-11-23 21:06 - vermil

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|---|---|---|---|---|
| **Status:** | Rejected | | **Start date:** | 2014-11-23 |
| **Priority:** | Normal | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | | | | |
| **Target version:** | | | | |
| **Description** | | | | |
| If one loads a custom PLAYPAL into a game (i.e a mod) and then unloads back to Ring Zero, the menu font colours in all future loaded games will be incorrect. | | | | |

## History

**#1 - 2014-11-23 21:47 - danij**

*- Status changed from New to Rejected*

**#2 - 2014-11-23 21:47 - danij**

After further testing and discussion with vermil, it turns out this was due to his use of -config conflicting with runtime game changing.