

## Doomsday Engine - Bug #1983

### [Doom] "Finished" graphic placed too low

2015-02-18 22:42 - sonicdoommario

<b>Status:</b> Closed	<b>Start date:</b> 2015-02-18
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Regression	
<b>Target version:</b> 2.2 (2019)	
<b>Description</b> During the intermission, the "finished" graphic is supposed to be right beneath the level name. In recent builds, there is a gap between the map name and the "finished" graphic.	
<b>Related issues:</b> Related to Bug #2356: Compatibility issues with Sigil v1.21 <span style="float: right;"><b>Closed</b>    <b>2019-11-30</b></span>	

#### Associated revisions

##### Revision def2bc78 - 2019-11-30 15:36 - skyjake

Fixed|Doom: Intermission label has incorrect offset

IssueID #1983

#### History

##### #1 - 2015-03-03 05:31 - danij

This issue occurs only if a replacement text is found for the map title patch and replacements are actually enabled. Most probably a miscalculation of the offset when the replacement is used.

##### #2 - 2015-03-03 08:01 - skyjake

- Priority changed from Normal to Low

##### #3 - 2015-03-03 08:01 - skyjake

- Priority changed from Low to Normal

##### #4 - 2015-03-08 16:14 - skyjake

- Tags set to Doom, Intermission

##### #5 - 2015-03-18 01:28 - sonicdoommario

- File doomfinished.png added

Well, I have encountered this in all of the IWADs, so it can't just be when a WAD with replacement graphics is used. Here's Ultimate Doom for example.

##### #6 - 2017-04-03 13:57 - skyjake

- Category set to Vanilla emulation

- Target version set to Rendering

##### #7 - 2017-04-03 18:32 - skyjake

- Target version changed from Rendering to Vanilla / Gameplay

##### #8 - 2019-11-27 05:57 - skyjake

- Priority changed from Normal to Low

##### #9 - 2019-11-30 15:35 - skyjake

- Category changed from Vanilla emulation to Regression

- Status changed from New to Resolved

- Assignee set to skyjake
- Target version changed from Vanilla / Gameplay to 2.2 (2019)
- % Done changed from 0 to 100

**#10 - 2019-11-30 15:39 - skyjake**

- Related to Bug #2356: Compatibility issues with Sigil v1.21 added

**#11 - 2019-12-17 11:18 - skyjake**

- Status changed from Resolved to Closed

**Files**

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doomfinished.png	1.03 MB	2015-03-18	sonicdoommario
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