

Doomsday Engine - Bug #672

HeXen Class menu wrong colours

2009-04-14 17:19 - vermil

Status: Closed	Start date: 2009-04-14
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description The images of the classes in HeXen's class select menu in Beta6.x show them in their first multiplayer colour transition (orange), rather than the default colours. The original game and previous versions of Dday display them in their default colours. Labels: jHexen	

History

#1 - 2009-04-15 17:45 - danij

The colors look correct on my system.

I don't really know what to suggest... tried deleting jhexen.cfg?

#2 - 2009-04-15 20:58 - vermil

Well, I don't mean the text or the background that the characters are on, but the characters themselves.

In both Beta6 and 6.1 both installed as fresh installs and fresh cfg, all three characters are being displayed in the orange multiplayer skin colour, where as they should be being displayed in the red.

I made a mistake in my original comment claiming that they should be in their "default" colours because the default colour for the sprites is actually blue. I also failed to mention that I was talking about the single player class selection screen (which I should have stated, given that multiplayer also has its own separate class selection screen).

In short, the original game and earlier versions of Dday displayed the characters on the single player Class select screen in their red skin colours, not orange as Dday Beta6 and Beta6.1 are (at least on my comp).

So much writing to say something is the incorrect colour...

#3 - 2009-05-05 09:40 - danij

I've since asked various users to check this on various different systems but none have reported this problem.

Perhaps your Hexen IWAD has been modified inadvertently or is corrupt?