

## Doomsday Engine - Bug #839

### JHeretic: No support for in wad title background replacement

2009-12-21 11:25 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-12-21
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> It seems that in Jheretic, in wad title background graphics (i.e TITLE and CREDIT graphics) are displayed completely garbled. Tested with both 1.8.6 and Beta6.7 (I'm too lazy atm to dig out 6.8) with several different graphics.	
<b>Labels:</b> jHeretic	

#### History

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##### #1 - 2009-12-19 05:54 - danij

Works fine for me. You are aware that Heretic and Hexen use a different format for these resources than DOOM?

##### #2 - 2009-12-21 21:54 - vermil

Please elaborate?

May I ask then why jHeretic hasn't added support for Doom format replacements for these graphics as other ports seem to have?

##### #3 - 2009-12-22 11:15 - vermil

Ok.

Seems I made a mistake with this one. I wasn't inserting my graphics correctly. Sorry.

That said, I suppose this has become an RFE then requesting the ability for Heretic and HeXen's title graphics in JHeretic and JHeXen to be replaceable with, the more standard, Doom format images as well as the raw format images supported by the original games.

##### #4 - 2009-12-27 20:19 - danij

There is already an RFE for using any format for any class of graphic which I plan to look into for beta8.