

Doomsday Engine - Bug #1111

Help Infine can't be closed

2013-02-01 21:12 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2013-02-01
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.10		
<b>Description</b>			
The Help infine in all games can't be closed once opened.			
I haven't looked yet to see whether it is a mistake with the infine or a bug in infine.			
<b>Labels:</b> InFine, Client			

History

#1 - 2013-02-06 16:31 - skyjake

- **labels:** help infine --> InFine, Client
- **status:** open --> fixed
- **assigned\_to:** Jaakko Keränen
- **priority:** 1 --> 5

#2 - 2013-02-06 16:36 - skyjake

Fixed in commit: <https://github.com/skyjake/Doomsday-Engine/commit/0a23625c28ceea58c634482bbee9366e486939bc>