

Doomsday Engine - Bug #121

jDoom: deathmatch modes multiplayer hud frag display

2003-08-20 10:36 - noctrun

Status: Closed	Start date: 2003-08-20
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	
Description in the deathmatch modes the STARMS lump is drawn over the STBAR lump, that should not be the case, at the moment your frag count is drawn over the single player/coop arms display (STARMS)	
Labels: jDoom Multiplayer	

History

#1 - 2003-09-07 16:39 - skyjake

Logged In: YES
user_id=717323

Fixed in 1.7.13.