

Doomsday Engine - Bug #1679

main menu appearing in the loading screens when it shouldn't

2013-12-13 12:51 - vermil

Status:	Closed	Start date:	2013-12-13
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.13		
Description			
If one opens and closes the main menu while dead and then restarts the map, the main menu appears in the loading screen, even if it was closed long before the player pressed restart.			

History

#1 - 2013-12-13 14:01 - skyjake

- Category set to Defect
- Assignee set to skyjake
- Target version set to 1.13

#2 - 2013-12-15 13:23 - skyjake

- Status changed from New to Closed
- % Done changed from 0 to 100

Fixed for the next build.