

Doomsday Engine - Bug #1697

[MP] Busy mode transition frame missing when joining

2014-01-01 16:59 - skyjake

Status:	Closed	Start date:	2014-01-01
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	User experience		
Target version:	1.13.1		
Description			
While waiting for a network connection to form, the game widget contents are not being drawn. They should have been frozen for busy mode before the connection is started.			

Associated revisions

Revision 8cf1d432 - 2014-01-01 17:04 - skyjake

Fixed|UI|Client|Multiplayer: Freeze game content before joining

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Revision f42c4fc3 - 2014-01-01 17:08 - skyjake

Fixed|UI|Client|Multiplayer: Freeze game content before joining

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History

#1 - 2014-01-01 17:10 - skyjake

- Status changed from In Progress to Closed
- % Done changed from 0 to 100