Doomsday Engine - Bug #172

State > Execute Function

2004-04-27 15:28 - danij

Status:	Closed	**Start date:**	2004-04-27
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.14		

Description

There is a bug when using State > Execute Functions.
They only work for the first instance of any particular
state definition.

"The code that runs the command gets it from the main
definitions array, but that is not modified to reflect
definitions that are replaced by later defs".

Labels: Definitions

History

#1 - 2004-05-16 11:17 - skyjake

Logged In: YES
user_id=717323