Doomsday Engine - Feature #1835

Rebuild the game menu on engine reset

2014-07-17 15:45 - danij

Status:	Closed		**Start date:**	2014-07-17
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:	Enhancement			
Target version:	1.15			

Description
Once map progression, episode and hub definitions are moved into definition files it becomes necessary to rebuild the game menu on engine reset as such definitions will be re-read at this time.

Related issues:			
Precedes Feature #1836: External map progression, episode and hub definitions	**Closed**	**2014-07-18**	**2014-07-18**

History

#1 - 2014-07-17 15:52 - danij

- Related to Feature #1836: External map progression, episode and hub definitions added

#2 - 2014-07-17 15:53 - danij

- Related to deleted (Feature #1836: External map progression, episode and hub definitions)

#3 - 2014-07-17 15:53 - danij

- Precedes Feature #1836: External map progression, episode and hub definitions added

#4 - 2014-07-20 05:46 - danij

- % Done changed from 40 to 100

#5 - 2014-07-20 05:46 - danij

- Status changed from New to Closed