

# Doomsday Engine - Bug #1911

## Episode menu appearing when it shouldn't

2014-11-23 17:42 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2014-11-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b> Defect	
<b>Target version:</b>	
<b>Description</b>	
The new custom episode feature was added in build 1420.	
When only one episode is defined, Dday is meant to skip the episode menu; it does this when going forward through the menu's, but it doesn't skip when going backward through the menu's.	

### Associated revisions

#### Revision 618b3a87 - 2014-12-01 00:17 - danij

libcommon|Menu: Skip Episode selection menu when navigating backwards

If only one playable episode is available we shouldn't bother the user to manually select it. In such a case, automatically select the episode and proceed to next/previous page.

Note that the demo/shareware versions are exempted because they use this menu to prompt the user to buy the full version.

IssueID #1911

### History

#### #1 - 2014-11-23 17:51 - danij

- *Category set to Defect*
- *Assignee set to danij*
- *Target version set to 1.15*

#### #2 - 2014-11-30 23:58 - danij

- *Status changed from New to In Progress*
- *Target version changed from 1.15 to 49*

#### #3 - 2014-12-01 00:17 - danij

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

#### #4 - 2015-06-08 10:47 - skyjake

- *Target version deleted (49)*