

Doomsday Engine - Bug #2067

[Heretic Multiplayer] Inventory doesn't auto scroll if can't use item

2015-05-20 16:25 - vermil

Status: New	Start date: 2015-05-20
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Multiplayer	
Description If one can't use an item, the hud still goes through the use animation and doesn't switch to the next item in ones inventory.	

History

#1 - 2016-08-09 10:26 - skyjake

- Target version set to 2.1 (Late 2018)

#2 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer