

## Doomsday Engine - Bug #2067

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

2015-05-20 16:25 - vermil

<b>Status:</b> New	<b>Start date:</b> 2015-05-20
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Multiplayer	
<b>Description</b> 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

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**#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