

Doomsday Engine - Bug #537

Rocket and cell ammo switched.

2008-10-10 00:13 - mochtroid-x

Status: Closed	Start date: 2008-10-10
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description The numbers displayed in the original Doom HUD for rocket and cell ammo report wrong amount (RCKT displays cell ammo, CELL displays rocket ammo) - see picture. Using svn 5018 Ubuntu amd64 build from Yagisan - https://launchpad.net/~yagisan/+archive	
Labels: jDoom	

History

#1 - 2008-10-10 00:13 - mochtroid-x

Screenshot shows the incorrect listing of ammo.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/e11b9927/ea52/attachment/doom1-ultimate-000.png

#2 - 2008-10-10 12:47 - danij

Fixed in svn rev #5919