Doomsday Engine - Bug #55

jHeretic: Interlude time wrong when sec=0

2003-05-29 15:48 - skyjake

Status:	Closed	**Start date:**	2003-05-29
Priority:	Lowest	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.9		

Description

IN_DrawTime() draws the level time incorrectly when seconds = 0. The zero seconds is not displayed at all.

Labels: jHeretic

History

#1 - 2003-05-29 15:50 - skyjake

Logged In: YES
user_id=717323

Thanks to A. Budko for noticing this.