

## Doomsday Engine - Bug #55

### jHeretic: Interlude time wrong when sec=0

2003-05-29 15:48 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-05-29
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.9	
<b>Description</b> IN_DrawTime() draws the level time incorrectly when seconds = 0. The zero seconds is not displayed at all.	
<b>Labels:</b> jHeretic	

### History

---

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

Logged In: YES  
user\_id=717323

Thanks to A. Budko for noticing this.