

Doomsday Engine - Bug #623

Inventory display wrong item

2009-02-26 17:56 - jimigrey

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|---|-------------------------------|
| Status: Closed | Start date: 2009-02-26 |
| Priority: Normal | % Done: 100% |
| Assignee: danij | |
| Category: | |
| Target version: 1.9.0-beta6 | |
| Description The inventory displays wrong item. I have some 10 flechettes and 5 quartz flasks. The inventory could show that I have 10 quartz flasks and when I press use item, I use a flechette. It seems to happen in both fullscreen and statusbar inventory, but more in fullscreen. Travelling through different levels have something to do with the wrong inventory item displayed. I think picking up new items can make it display wrong item. Selecting the item using inventory next or prev will make the inventory show correct item. Labels: jHexen Gameplay | |

History

#1 - 2009-03-08 11:04 - danij

Fixed in rev #6439.