

Doomsday Engine - Bug #711

Heretic: Intermission counter offsets

2009-06-04 14:03 - vermil

Status: Closed	Start date: 2009-06-04
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description The slashes on the intermission screen need to be shifted about 10 unit's leftward to avoid overlapping the numbers to the right of the slash when they are 100+	
Labels: jHeretic	

History

#1 - 2010-03-27 09:44 - danij

Fixed for 1.9.0-beta6.9