

## Doomsday Engine - Bug #755

### Time on Intermission Screen Shows 2 Seconds

2009-09-02 18:54 - sonicdoommario

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-02
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> On the intermission screen, if you don't press a button while the game is tallying kills/items/secret, the time shows 2 seconds and the par time is not displayed.  If you press spacebar to "skip" the tallying, the par time and the time display fine.  <b>Labels:</b> Data	

#### History

#1 - 2009-09-03 10:29 - danij

Fixed for 1.9.0-beta6.9