Doomsday Engine - Bug #898

[DOOM] HUD ammo counters display incorrect values

2010-04-15 14:40 - danij

Status:	Closed	**Start date:**	2010-04-15
Priority:	High	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		

Description

Apparently the HUD ammo counters are not always displaying the correct values. See here:
http://dengine.net/forums/viewtopic.php?f=7&t=347

Labels: jDoom

History

#1 - 2010-04-18 04:13 - danij

I think I see the problem here:

The small yellow counters on the right side of the statusbar - the values are not actually incorrect, the problem is that the '8' character in that font looks like a '3'.