

Doomsday Engine - Feature #1536

In map InFine pauses when the menu is open?

2011-05-12 16:57 - vermil

Status: Closed	Start date: 2011-05-12
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Maybe all in map InFine should be paused when the menu is open or the game is paused; currently they continue running in both cases, which can cause issues if the infine is suppose to be synched to events in the game world.	
Labels: InFine	
Related issues: Is duplicate of Feature #1507: [InFine] Option to pause playing script if the... New 2010-01-23	

History

#1 - 2013-10-22 11:19 - skyjake

- Status changed from New to Closed