

Doomsday Engine - Bug #2024

doom64 plugin does not draw HUD

2015-05-02 21:46 - rhargrave

Status: Closed	Start date: 2015-05-02
Priority: Normal	% Done: 0%
Assignee: rhargrave	
Category: Defect	
Target version:	
Description It looks as if the HUD is not being drawn in the 64tc plugin. I'll update with more information when I can.	
Related issues: Related to Bug #2025: Doom64TC does not have a fully functional HUD Progressed 2015-05-02	

History

#1 - 2015-05-03 14:08 - skyjake

- Related to Bug #2025: Doom64TC does not have a fully functional HUD added

#2 - 2015-05-07 22:06 - rhargrave

- Status changed from New to Resolved

- Assignee set to rhargrave

Marked as resolved, as [#2025](#) is effectively this issue has more discussion, and tracks related modifications, and itself is furthermore near resolution. As it stands right now, the HUD is drawn.

#3 - 2016-03-27 07:52 - skyjake

- Status changed from Resolved to Closed