

Doomsday Engine - Bug #55

jHeretic: Interlude time wrong when sec=0

2003-05-29 15:48 - skyjake

Status: Closed	Start date: 2003-05-29
Priority: Lowest	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.9	
Description IN_DrawTime() draws the level time incorrectly when seconds = 0. The zero seconds is not displayed at all.	
Labels: jHeretic	

History

#1 - 2003-05-29 15:50 - skyjake

Logged In: YES
user_id=717323

Thanks to A. Budko for noticing this.