

Doomsday Engine - Bug #831

Delayed Messages At Start of Map

2009-12-03 10:59 - sonicdoommario

Status: Closed	Start date: 2009-12-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description Probably a known issue or is already submitted, but any items picked up within the first few seconds of starting a new map will not have its corresponding message printed on the screen immediately. Instead, the messages will pop up all at once a few moments later.	
Labels: Data	

History

#1 - 2010-02-28 01:40 - danij

Not a bug. The HUD messages are deliberately hidden while the map title is displayed as drawing on over the other looks worse .