

## Doomsday Engine - Bug #898

### [DOOM] HUD ammo counters display incorrect values

2010-04-15 14:40 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2010-04-15
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> Apparently the HUD ammo counters are not always displaying the correct values. See here: <a href="http://dengine.net/forums/viewtopic.php?f=7&amp;t=347">http://dengine.net/forums/viewtopic.php?f=7&amp;t=347</a>	
<b>Labels:</b> jDoom	

#### History

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##### #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'.