

ET: Legacy Development - Feature #235

intermission time

05.03.2013 14:49 - Harlekin

Status:	Fixed	% Done:	100%
Priority:	Low	Spent time:	0.00 hour
Assignee:	RaFaL		
Category:	Mod QAGAME		
Target version:	2.71rc2		
OS:		Arch:	
Description			
add cvar to set individual intermission time.			

Associated revisions

Revision d73272b2 - 10.03.2013 17:09 - IR4T4

game: cvars g_intermissionTime and g_intermissionReadyPercent introduced
refs #235

Revision 1bc84639 - 12.03.2013 01:14 - RaFaL

ui: added g_intermissionTime and g_intermissionReadyPercent refs #235

History

#1 - 05.03.2013 18:06 - IR4T4

- Target version set to 2.71rc2

#2 - 10.03.2013 17:21 - IR4T4

- Assignee set to RaFaL
- % Done changed from 0 to 80

RaFaL please add g_intermissionTime and g_intermissionReadyPercent to the extended host game menu (if there is enough space to do it).

#3 - 12.03.2013 01:16 - RaFaL

- Status changed from New to Fixed
- % Done changed from 80 to 100