Subject: Puzzle example issue
Posted by hojtsy on Thu, 26 Jan 2006 22:05:52 GMT
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There is a strange behaviour in the Puzzle example. When you open up the Game menu and hover the menu entries the status bar text is changed to "Ready". Only some entries in the menu result in the change to the status bar. For example hovering over the Exit does not cause this. There seems to be no reason in the code for this behaviour.