

Bug Report #3

Saturday, July 20, 2019

10:29 AM

Bug	Fixed?
The shields don't work the first game right after opening the game, but work perfectly after that.	<input checked="" type="checkbox"/> shieldDisabledTimer.finish(); must be called when initializing the shieldDisabledTimer, because shield.setOn(true); doesn't work unless the shieldDisabledTimer is finished.