
Subject: Typo (duplicate function) in GameData.h
Posted by [Neijwiert](#) on Mon, 29 Dec 2014 01:13:25 GMT
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Title says it all, it is concerning these 2 functions:

```
void Set_Time_Remaining_Seconds(float time) {TimeRemaining_Seconds = time;}
```

```
void Set_Time_Rmaining_Seconds(float time) {TimeRemaining_Seconds = time;}
```

Both do the same, yet one has one less 'e'.
