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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'.

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Subject: Re: Typo (duplicate function) in GameData.h  
Posted by [jonwil](#) on Mon, 29 Dec 2014 02:03:48 GMT  
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Already fixed in 4.2

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