Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1566	Doomsday Engine	Feature	New	Normal	[Automap] Reset line colors		2019-11-29 21:31	0
1568	Doomsday Engine	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2019-11-29 18:32	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
966	Doomsday Engine	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
2156	Doomsday Engine	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
1893	Doomsday Engine	Bug	New	Low	Automap drawing difference to original games		2017-04-03 18:32	0
1067	Doomsday Engine	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0