

## Doomsday Engine - Bug #1066

### "Use custom automap colors" menu option broken

2012-07-13 20:51 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2012-07-13
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.9	
<b>Description</b> The use custom automap colours menu option doesn't work; every time you close the menu it reset's to never. This can be observed by setting it to something else, closing the menu and then re-entering.  I haven't checked whether the console command it's linked to works because I can't remember the exact console command name.  <b>Labels:</b> Game Menu	

#### History

#1 - 2012-07-16 15:49 - danij

- **labels:** User Interface --> Game Menu

#2 - 2012-09-10 09:04 - danij

Fixed for upcoming build 567