

# Doomsday Engine - Feature #1238

## 2 Features

2003-07-13 00:26 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-07-13
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	

### Description

1. Please make that map (automap) showing mode isn't toggle. (and also leave current mode, make switcher in Control Panel)

2. In Multiplayer setup add "item respawn time" from "0" to "9999+" seconds

And please redraw/repaint sprites, when player teleporting(ed) and when items respawning.

Thanks

### History

#1 - 2008-09-24 11:42 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Oh yes and add monster respawn times

And make that Invulnerabiliti (green skull sphere) also can respawn