

Doomsday Engine - Bug #124

Marked (Doors, and switches) in Automap

2003-08-22 17:05 - skyjake

Status: Closed	Start date: 2003-08-22
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	
Description It would be nice to be able to see key switches/ doors in the automap. They should have the relevant colors of the needed key (red,blue and yellow) or something similar.	
Labels: jDoom	