Doomsday Engine - Feature #1286

Bindable Automap Controls

2003-09-15 09:13 - skyjake

Status:	Closed	**Start date:**	2003-09-15
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

The controls for operating the automap (F, M, etc.) should be bindable to input events, like the other controls.

Too bad jDoom, jHeretic and jHexen all have their own code for the automap.

Labels: User Interface