Doomsday Engine - Feature #1419

Map Rotates with player

2006-08-24 02:39 - papercut2

Status:	Closed	**Start date:**	2006-08-24
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

I was hoping this would be in the options menu under "Automap..."

Unfortunately I had to bother to go to the source directory and dig through all the commands in the Jdoom.cfg to change it =P

I hope future releases allow you to select ALL the console command variables from the options menu, So I don't have to do this stuff manually.

Labels: User Interface

History

#1 - 2006-08-24 09:50 - yagisan

Logged In: YES
user_id=1248824

Not all console commands are intended to be used by players, and if you really want to adjust them - that is what the console is for.

This particular case would be a nice to have.

#2 - 2006-08-26 05:21 - danij

Logged In: YES
user_id=849456

I see your point with this specific case.

The only options that are implemented into the menu are supposed to be those that the player might wish to change frequently.

#3 - 2009-01-14 02:20 - papercut2

Logged In: YES
user_id=1566636

Now that I think of it, that is correct, though I did manage to find some interesting cvars that I'm surprised aren't in the menu:

-Menu fog mode
-Look up when killed
-Scale for player weapon bobbing
-Show console when map is being loaded
-Ask me to confirm when quicksaving/loading