

Doomsday Engine - Feature #1506

The ability to scroll the auto map whilst paused

2010-01-21 21:56 - vermil

Status: Closed	Start date: 2010-01-21
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description The ability to scroll the auto map and ones inventory whilst the game is paused. It may have been a very odd quirk in the original engine, but I think this "feature" should be returned to Doomsday if it can be done without risk to stability etc.	
Labels: Customizability	
Related issues:	
Is duplicate of Feature #1582: Player actions while game is paused	New 2009-05-06

History

#1 - 2013-10-22 10:43 - skyjake

- Tags set to *Gameplay, Automap*

- Status changed from *New* to *Closed*