

## Doomsday Engine - Feature #1551

### Print unknown line/sector types to the console

2012-01-07 09:34 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2012-01-07
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	User experience		
<b>Target version:</b>	Modding		
<b>Description</b>			
Dday auto disables unknown line/sector types in Doom and Heretic (HeXen lacks this feature due to currently lacking XG) and also removes unknown mobjs.			
I think it might be beneficial to the user if Dday printed information about these to the console; it may help a mapper pick up mapping errors in their maps or discover if a map is compatible with Dday in the first place.			
<b>Labels:</b> Map Editing			

### History

#### #1 - 2013-10-22 12:12 - skyjake

- Tags set to Console, XG
- Category set to User experience

#### #2 - 2019-11-26 15:33 - skyjake

- Target version set to Modding