

## Doomsday Engine - Feature #1568

### [Automap] Option for hiding non-blocking lines

2012-07-13 20:57 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2012-07-13
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
I'd like to suggest a control bind for the automap, that hides all lines linked to things that don't block the players path.  I.e the button would remove all but 1 sided walls, changes in floor height greater than 24 and ceilings that are too low for the player to fit under.			

### History

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#### #1 - 2012-07-20 06:07 - daniij

It should be relatively simple to implement a set of cvars which toggle whether a given class of line is visible (device events can then be bound to manipulate said cvars).

#### #2 - 2013-10-18 21:04 - skyjake

- Tags set to Automap, Menu
- Subject changed from An automap control bind that hides non-blocking lines to [Automap] Option for hiding non-blocking lines
- Category set to Enhancement

#### #3 - 2019-11-29 18:32 - skyjake

- Target version set to Vanilla / Gameplay