Doomsday Engine - Feature #1568

[Automap] Option for hiding non-blocking lines

2012-07-13 20:57 - vermil

Status:	New	**Start date:**	2012-07-13
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:	Vanilla / Gameplay		

Description

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

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

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