

## Doomsday Engine - Feature #1602

### Improvements for map title in automap

2013-10-18 13:56 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2013-10-18
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Vanilla / Gameplay	
<b>Description</b> <ul style="list-style-type: none"><li>• add "map-title" cvar to enable automap title specifically</li><li>• make display of map number optional</li><li>• Doom: option to always use the Map Info name (override CWILV) like in Heretic/Hexen</li><li>• Doom Heretic: display the ExMy number rather than ID (add option)</li><li>• Hexen: display the "warp" map number rather than the ID (add option)</li><li>• Hexen: show hub number instead of map number</li><li>• when screen size shrunk =&gt; title goes downward (scaling issue)</li></ul>	
<b>Related issues:</b>	
Related to Feature #1494: InFine script for "MapTitle" display	<b>Rejected</b> 2009-05-31
Related to Feature #1630: Implement game menus with InFine (InfineWidget)	<b>New</b> 2013-10-22
Related to Bug #966: [Doom] Use of CWILV graphics on automap	<b>Progressed</b> 2011-07-20

### History

#1 - 2019-11-29 18:27 - skyjake

- Target version set to Vanilla / Gameplay