Doomsday Engine - Feature #1669

Invisibility affects player automap arrow (option)

2013-11-25 21:32 - vermil

Status:	Rejected	**Start date:**	2013-11-25
Priority:	Low	**% Done:**	0%
Assignee:			
Category:	Vanilla emulation		
Target version:			

Description
Pretty much what the subject states; if the player is under the effect of an Blur Artefact or Shadow Sphere, the player's arrow on the automap becomes transparent instead of the usual white.

History

#1 - 2013-11-26 10:19 - danij

The automap apes vanilla:

linuxdoom-1.10 source, am_map.c line 1242

```
void AM_drawPlayers(void)
{
    int          i;
    player_t*    p;
    static int   their_colors[] = { GREENS, GRAYS, BROWNS, REDS };
    int          their_color = -1;
    int          color;

    if (!netgame)
    {
    if (cheating)
        AM_drawLineCharacter
        (cheat_player_arrow, NUMCHEATPLYRLINES, 0,
         plr->mo->angle, WHITE, plr->mo->x, plr->mo->y);
    else
        AM_drawLineCharacter
        (player_arrow, NUMPLYRLINES, 0, plr->mo->angle,
         WHITE, plr->mo->x, plr->mo->y);
    return;
    }

    for (i=0;i<MAXPLAYERS;i++)
    {
    their_color++;
    p = &players[i];

    if ( (deathmatch && !singledemo) && p != plr)
        continue;

    if (!playeringame[i])
        continue;

    if (p->powers[pw_invisibility])
        color = 246; // *close* to black     <------ see
    else
        color = their_colors[their_color];

    AM_drawLineCharacter
        (player_arrow, NUMPLYRLINES, 0, p->mo->angle,
         color, p->mo->x, p->mo->y);
    }

}
```

#2 - 2013-11-26 11:26 - vermil

Interesting; the automap arrow doesn't change colour in 1.9 in Dosbox.

#3 - 2013-11-26 11:49 - skyjake

- Tags set to Gameplay, Automap, Doom

- Tracker changed from Bug to Feature

- Subject changed from Invisibility affects player automap arrow to Invisibility affects player automap arrow (option)

- Category set to Vanilla emulation

- Priority changed from Normal to Low

Since this appears to be a purposeful feature of linuxdoom, I'm converting this to a vanilla compatibility feature request.

#4 - 2019-11-29 15:50 - skyjake

- Status changed from New to Rejected