

## Doomsday Engine - Bug #1670

### [Automap] Yellow/Red key activated switches don't glow

2013-11-25 22:46 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2013-11-25
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>	Minor detail		
<b>Target version:</b>	1.13		
<b>Description</b>			
Linetypes 133-137, Red and Yellow key activated switches seem to be accidently missing glows on the automap.			
All key activated doors (26-28 and 32-34) and Blue key activated switches (99 and 133) have glows.			

#### Associated revisions

##### Revision 5381ab8f - 2013-12-18 07:45 - daniij

Fixed|Doom|Automap: Missing glow on some key activated switch lines

Switch line specials should glow irrespective of the sidedness of a map line.

IssueID #1670

#### History

##### #1 - 2013-11-25 22:46 - vermil

In Doom.

##### #2 - 2013-11-26 11:50 - skyjake

- Tags set to Doom, Automap

- Subject changed from Yellow and Red key activated switches don't feature glows on the automap to [Automap] Yellow/Red key activated switches don't glow

- Category set to Minor detail

##### #3 - 2013-12-18 07:46 - daniij

- Status changed from New to Resolved

- Target version set to 1.13

- % Done changed from 0 to 100

##### #4 - 2013-12-18 09:40 - daniij

- Status changed from Resolved to Closed

##### #5 - 2013-12-23 15:13 - skyjake

- Assignee set to daniij