

Doomsday Engine - Feature #2018

Textured Automap

2015-04-29 23:38 - sonicdoommario

Status:	Rejected	Start date:	2015-04-29
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:			
Description			
I think it would be pretty cool if Doomsday had the option for a textured Automap, where you could see each room/sector's floor textures as opposed to red lines with a black background. Currently, ZDoom has this feature, and this was also seen in the original Doom 64.			

History

#1 - 2015-04-30 13:36 - skyjake

- Tags set to Automap, libcommon

- Category set to Enhancement

#2 - 2019-11-29 21:20 - skyjake

- Status changed from New to Rejected