

## Doomsday Engine - Feature #2156

### [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)

2016-04-02 12:50 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2016-04-02
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Modding		
<b>Description</b>			
The level warping cheats use the mapinfo map numbers, but the Dday UI and HeXen's automap use the real map numbers.			

#### History

---

##### #1 - 2017-04-03 13:30 - skyjake

- Tags set to Hexen, Automap, Cheat, Console
- Tracker changed from Bug to Feature
- Subject changed from [HeXen] Consistent map numbering to [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)
- Category set to Enhancement
- Target version set to Modding