

## Doomsday Engine - Bug #595

### Automap Zoom Resets

2009-01-22 14:17 - jimigrey

<b>Status:</b> Closed	<b>Start date:</b> 2009-01-22
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> I found that I like to keep the map zoomed out as far as it goes, but everytime I go to a new level, the automap resets my preferred zoom level and I have to zoom out again...	
<b>Labels:</b> Gameplay	

### History

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#1 - 2009-01-27 21:23 - danij

Fixed in svn for 1.9.0-beta6.