

Doomsday Engine - Bug #685

Map cheat behaviour change

2009-05-07 10:30 - vermil

Status: Closed	Start date: 2009-05-07
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description In Beta6.2 the map cheat goes 0,1,2,1,0. It should go 0,1,2,0. In short entering the map cheat once all lines and mobj's are displayed (stage2) doesn't return the map to its original form (stage0). It returns it to the all the lines shown mode (stage1). Labels: Graphics	

History

#1 - 2009-05-29 16:52 - danij

Fixed in svn for 1.9.0-beta6.3