

Doomsday Engine - Bug #798

Invisible Objects seen on Automap

2009-10-02 20:54 - sonicdoommario

Status: Closed	Start date: 2009-10-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

When you use the automap cheat to reveal all of the objects on the automap, the invisible things are seen. These include things such as Teleport Destinations, Monster Targets (used in Icon of Sin for the monster spawning locations), and the Monster Spawn cube itself. In the original Doom, these were never seen on the automap.

Labels: Data

History

#1 - 2009-11-09 03:17 - danij

Fixed for 1.9.0-beta6.8