

Doomsday Engine - Bug #866

HeXen: Automap scroll when changing maps

2010-02-06 20:39 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2010-02-06
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b> <p>When you exit a level with the automap open, it quickly, but visibly, scrolls when the next map starts (because the player start is in a different place to the previous map's exit).</p> <p>One possible solution is to auto close the automap when changing maps (as older versions of Dday did) as under default settings, the automap in Heretic and HeXen won't display anything if you haven't seen the game world yet.</p> <b>Labels:</b> jHeretic			

History

#1 - 2010-03-08 12:11 - daniij

Fixed for 1.9.0-beta6.9

#2 - 2010-03-24 18:11 - daniij

The automap is being left open in Hexen when warping between maps.