

## Doomsday Engine - Feature #1419

### Map Rotates with player

2006-08-24 02:39 - papercut2

<b>Status:</b> Closed	<b>Start date:</b> 2006-08-24
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> I was hoping this would be in the options menu under "Automap..."  Unfortunately I had to bother to go to the source directory and dig through all the commands in the Jdoom.cfg to change it =P  I hope future releases allow you to select ALL the console command variables from the options menu, So I don't have to do this stuff manually.  <b>Labels:</b> User Interface	

#### History

##### #1 - 2006-08-24 09:50 - yagisan

Logged In: YES  
user\_id=1248824

Not all console commands are intended to be used by players, and if you really want to adjust them - that is what the console is for.

This particular case would be a nice to have.

##### #2 - 2006-08-26 05:21 - danij

Logged In: YES  
user\_id=849456

I see your point with this specific case.

The only options that are implemented into the menu are supposed to be those that the player might wish to change frequently.

##### #3 - 2009-01-14 02:20 - papercut2

Logged In: YES  
user\_id=1566636

Now that I think of it, that is correct, though I did manage to find some interesting cvars that I'm surprised aren't in the menu:

- Menu fog mode
- Look up when killed
- Scale for player weapon bobbing
- Show console when map is being loaded
- Ask me to confirm when quicksaving/loading