

## Doomsday Engine - Bug #685

### Map cheat behaviour change

2009-05-07 10:30 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-05-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> 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).  <b>Labels:</b> Graphics	

### History

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

Fixed in svn for 1.9.0-beta6.3