

## Doomsday Engine - Bug #740

### Bullets not visible in map cheat

2009-07-31 18:32 - sonicdoommario

<b>Status:</b>	Closed	<b>Start date:</b>	2009-07-31
<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>			
When you enable the map cheat to reveal all of the objects in Doom, you can also see where your bullets/shells/rockets/cells are fired.			
In the 1.9.0 beta series, however, the bullets fired are not visible on the map when the cheat is on. Is this a bug or is this disabled because of the fact that the automap is overlaid right over the gameplay?			
<b>Labels:</b> Data			

### History

#### #1 - 2009-07-31 20:12 - daniij

Bullets are not currently visible in the automap because the render algorithm for which has been changed (not strictly speaking a bug).

Historically, all sector-linked mobjs would be drawn by simply traversing the sectors and drawing (near) all mobjs in each sector. The new algorithm makes use of the blockmap for world to screen-space clipping purposes which necessarily means that for mobjs to be drawn they must be block-linked (missile mobjs aren't).

Two solutions to this problem immediately spring to mind:

- A) Revert to the original (inefficient) automap mobj drawing algorithm.
- B) Revise the blockmap mobj linking so that ALL mobjs are linked to the blockmap and the Thing flag MF\_NOBLOCKMAP is instead interpreted as a qualifier flag (meaning "cannot be collided with") that is checked during blockmap traversal (the qualifier flags provided as an argument or used in a game-defineable compare callback function).

Personally, I much prefer option B).

#### #2 - 2009-09-03 14:56 - daniij

Fixed for 1.9.0-beta6.7