

Doomsday Engine - Bug #796

Automap updating whilst fading away

2009-10-02 16:06 - vermil

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

Description

I wasn't sure whether to class this as a "bug". But it isn't an RFE either IMO.

In Heretic and HeXen, the map doesn't update as you move around, presumably for atmosphere (though it might be nice to have a cvar to optionally enable Doom style updating).

However when you close the map in both these games, Dday fills in all the new lines the player has seen while they have had the map up, while it is fading away. This looks a bit strange. Maybe Dday could update the map after it had faded away?

Labels: Graphics

History

#1 - 2010-04-18 07:34 - danij

Fixed for 1.9.0-beta6.8