

ET: Legacy Development - Task #1234

/cg_autoSwitch has deprecated "bitflags" in the code

29.03.2019 22:38 - keMoN

Status:	New	% Done:	0%
Priority:	Low	Spent time:	0.00 hour
Assignee:			
Category:	Mod CGAME		
Target version:	2.78		
OS:		Arch:	

Description

https://github.com/etlegacy/etlegacy/blob/72fc9e39193945d82be24208dccb9c29cba8d596/src/cgame/cg_event.c#L376

cg_autoswitch has some strange flags in the code and only 0 and 1 really make sense.

```
// 0 - "Off"  
// 1 - "Always Switch"  
// 2 - "If New"  
// 3 - "If Better"  
// 4 - "New or Better"
```