Doomsday Engine - Feature #2358

Fixed FOV for rendering weapon models

2019-12-01 14:01 - skyjake

Status:	Closed		**Start date:**	2019-12-01
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	2.2 (2019)			

Description

The cvar "rend-model-fov" specifies the FOV for weapon models, which is separate from the rest of the view. This alleviates issues with weapon models not being drawn as the author intended.

The default value is 95°.

Related issues:

Related to Bug #2234: Fov 160 + near clip plane issues with MD2 and FBX HUD M...	**Closed**	**2017-04-03**
Related to Feature #2405: Per-model FOV for rendering psprite models	**Closed**	**2020-01-22**

History

#1 - 2019-12-01 14:02 - skyjake

- Related to Bug #2234: Fov 160 + near clip plane issues with MD2 and FBX HUD Models added

#2 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed

#3 - 2020-01-22 20:37 - skyjake

- Related to Feature #2405: Per-model FOV for rendering psprite models added