Doomsday Engine - Bug #994

Input box is too narrow in Save menu

2012-03-03 12:54 - vvv1

Status:	Closed	**Start date:**	2012-03-03
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:	User experience		
Target version:	2.0 – Home UI & Packages		

Description

Input box is too narrow in Save Game menu. It allows to enter savegame name over the right border. Also, the right border is absent in Heretic and Hexen. The same issue with fonts from high resolution UI packs.

Related issues:

Related to Feature #1203: Additional save slots — revised save management	**Progressed**	**2003-06-20**
Related to Feature #1630: Implement game menus with InFine (InfineWidget)	**New**	**2013-10-22**

Associated revisions

Revision 3d0a88b4 - 2017-01-03 22:14 - skyjake

UI|Menu|All Games: Wider menu entries for save/load names

The text edit widgets for the save/load names were too narrow for the specified maximum size.

IssueID #994

History

#1 - 2012-03-03 12:55 - vvv1

Save Game menu in Heretic

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/a226f15e/58c3/attachment/save_game_heretic.jpg

#2 - 2012-03-03 12:56 - skyjake

- **priority**: 6 --> 5

#3 - 2012-08-27 20:30 - vvv1

Save Game menu in Doom

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/a226f15e/be75/attachment/save_game_doom.jpg

#4 - 2012-12-09 13:47 - skyjake

- **priority**: 5 --> 4

#5 - 2013-10-18 14:12 - skyjake

- Tags set to Menu, UI

- Priority changed from Normal to High

#6 - 2013-10-22 14:50 - skyjake

- Category set to User experience

- Target version deleted (1.9.7)

#7 - 2013-10-22 14:50 - skyjake

- Subject changed from [Savegame menu] Input box is too narrow to Input box is too narrow in Save menu

#8 - 2017-01-03 22:14 - skyjake

- Status changed from New to Resolved

- Assignee set to skyjake

- Target version set to 2.0 – Home UI & Packages

- % Done changed from 0 to 100

#9 - 2017-01-03 22:25 - skyjake

- Status changed from Resolved to Closed