

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1496	Doomsday Engine	Feature	Closed	Normal	Aspect correct scaling of UI and HUD elements/interfaces	danij	2013-04-03 16:01	100
1495	Doomsday Engine	Feature	Closed	Normal	FOV cannot be set higher than 179	danij	2012-08-28 06:44	100
719	Doomsday Engine	Bug	Closed	Normal	Windowed resolutions wider than primary monitor do not work	danij	2012-08-27 15:33	100