

Doomsday Engine - Bug #10

[InFine] Line spacing for text

2013-10-11 12:18 - skyjake

Status: New	Start date: 2013-10-11
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Rendering	
Description At least in Heretic and Hexen, line spacing in blocks of text does not match the original games, causing the text to overflow the available view space. Possible solutions: <ul style="list-style-type: none">• Configurable line spacing• Alternative A/B fonts with vanilla line spacing Currently libheretic and libhexen apply a workaround where finale texts are scaled down somewhat so that all of the text fits on screen. This is no longer necessary when the font line spacing is corrected. See 2d2849a3 .	

History

#1 - 2013-10-11 12:18 - skyjake

- Subject changed from *InFine: Line spacing for text* to *[InFine] Line spacing for text*

#2 - 2017-04-03 14:41 - skyjake

- Target version set to *Rendering*