

## Doomsday Engine - Bug #10

### [InFine] Line spacing for text

2013-10-11 12:18 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2013-10-11
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	Rendering		
<b>Description</b>			
<p>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.</p> <p>Possible solutions:</p> <ul style="list-style-type: none"><li>• Configurable line spacing</li><li>• Alternative A/B fonts with vanilla line spacing</li></ul> <p>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.</p> <p>See <a href="#">2d2849a3</a>.</p>			

#### History

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**#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*