

Doomsday Engine - Bug #1063

Flash state models offset incorrectly in 16:10

2012-07-03 12:05 - vermil

Status: New	Start date: 2012-07-03
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Rendering	
Description Exactly what the summary states. The vertical positioning of a flash state model is offset incorrectly at a 16:10 screen resolution. I attach two screenshots, one of a 16:10 screen resolution and another from a 4:3 screen resolution Labels: Graphics	

History

#1 - 2012-07-03 12:05 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9fd9080f/19bf/attachment/doom2-001.jpg

#2 - 2012-07-03 12:05 - vermil

I'd like to expand this report to cover hud weapon models in general.

It seems that Hud Weapon Models as well as Flash State Models are offset too low in a 16:10 screen resolution, as the Flash state models in the screenshots I attached previously are.

#3 - 2012-08-27 19:55 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9fd9080f/cfaf/attachment/doom2-000.jpg

#4 - 2016-08-09 10:25 - skyjake

- Target version deleted (1.8.6)

#5 - 2017-04-03 14:44 - skyjake

- Target version set to Rendering