

Doomsday Engine - Bug #1096

[Doom] Red shadows in status bar font

2012-10-19 14:19 - skyjake

Status:	New	Start date:	2012-10-19
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:	Rendering		
Description			
<p>The appearance of the Doom font used in the status bar is different than in the original game.</p> <p>! [Comparison of status bars] (http://skyjake.fi/dl/attachment/status_bars_comparison.jpg)</p> <p>The cause is that instead of using the original red font patches, Doomsday uses a white font that is recolored to any necessary color. However, this ignores that part of the font patches are meant to look like a drop shadow and aren't actually part of the glyphs.</p> <p>One solution is to remove the shadows from libdoom version of the font and draw them separately at runtime.</p> <p>Another solution would be to improve the recoloring algorithm to rely on the original red font characters and do a mapping of the red hue to different colors without touching the gray parts.</p> <p>However, care must be taken to apply this recoloring only when the original font is in use. If it is replaced with custom/high-res data, the recoloring should be disabled.</p> <p>Forums discussion: http://dengine.net/forums/viewtopic.php?f=7&t=1228</p> <p>Labels: UI, Doom, Resources</p>			

History

#1 - 2016-08-09 10:25 - skyjake

- Target version deleted (1.9.7)

#2 - 2017-04-03 14:43 - skyjake

- Target version set to Rendering