

## Doomsday Engine - Bug #1130

### Mana bars on the statusbar ignore opacity

2013-08-05 09:09 - vermil

<b>Status:</b> New	<b>Start date:</b> 2013-08-05
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Rendering	
<b>Description</b>	
Cross posted from forum as requested: <a href="http://www.dengine.net/forums/viewtopic.php?f=24&amp;t=1445&amp;p=9463&amp;#p9461">http://www.dengine.net/forums/viewtopic.php?f=24&amp;t=1445&amp;p=9463&amp;#p9461</a>	
The stbar hud opacity option notably misses the black bars that appear over the mana bars as you use mana and the forth weapon panel in HeXen.	
Also, Dday has options for stretching the splash screens, hud weapons and menu's, but not the stbar hud?	
<b>Labels:</b> menu option	

#### History

#1 - 2013-08-05 09:00 - danij

- Priority: 1 --> 5

#2 - 2013-12-22 01:22 - danij

- Tags set to HUD, Hexen

- Subject changed from Little oversight with hud opacity option to Mana bars on the statusbar ignore opacity

- Target version deleted (1.8.6)

#3 - 2015-03-11 23:46 - danij

- Priority changed from Normal to Low

#4 - 2017-04-03 14:41 - skyjake

- Target version set to Rendering