

Doomsday Engine - Bug #1133

Menu selector is tiny in Hell Revealed 2

2013-09-10 03:03 - lucasavd

Status: Closed	Start date: 2013-09-10
Priority: Low	% Done: 100%
Assignee: danij	
Category: Defect	
Target version: 1.13	
Description	
Menu selector appears too small on doomsday when playing Hell Revealed 2 pwad, when it is supposed to show just like it shows, when you select the difficulty level.	
Link of the mod: http://youfailit.net/pub/idgames/themes/hr/hr2final.zip	
Labels: selector, hr2, hell revealed 2	

Associated revisions

Revision cbad8a65 - 2013-12-22 00:42 - danij

Fixed|Menu|libcommon: Tiny menu cursor with some mods (e.g., Hell Revealed II)

The size of the menu cursor is determined dynamically according to the dimensions of the currently focused menu item.

Some mods prefer to use a single image for a menu page background (typically, the M_DOOM patch) and replace all the M_NGAME (etc...) patches with (perhaps tiny) images with no color information.

In this situation, the default menu cursor size should be at least equal to the effective line height of the page.

IssueID #1133

History

#1 - 2013-09-10 16:17 - danij

- **Priority:** 1 --> 5

#2 - 2013-10-18 20:31 - skyjake

- *Tags set to Menu, Doom, Mod*

- *Target version deleted (1.12)*

#3 - 2013-10-22 17:18 - skyjake

- *Category set to Defect*

- *Priority changed from Normal to Low*

#4 - 2013-12-22 00:51 - danij

- *Status changed from New to Closed*

- *Assignee set to danij*

- *Target version set to 1.13*

- *% Done changed from 0 to 100*