

Doomsday Engine - Feature #1154

Crosshair color alpha

2003-05-17 22:22 - skyjake

Status: Closed	Start date: 2003-05-17
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description The crosshair should have an alpha color component. It should be set with the console command "crosshair color R G B A". Cvar "view-cross-a".	
Labels: Graphics	