

Doomsday Engine - Feature #1176

Crosshair transparency in menu

2003-06-03 05:58 - gnam

Status: Closed	Start date: 2003-06-03
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description When I first loaded up Doomsday and there were no crosshairs, even though I'm used to having crosshairs, I kinda liked it; gives you more of a feeling of being back in the original Doom, often you don't need them anyway and often I feel like the crosshairs obstruct/dtract attention from the Doom environment. Still, when you have to do a lot of vertical-axis or long distance shooting, crosshairs save you a lot of ammo ,not to mention health lost cause you weren't able take the target out before he pegged you. Therefore, I think having the option to make crosshairs transperant would be quite usefull. My personal preferance would be to set them as clear as possible without making them invisible; that way, they don't get in your way and indeed are often unnoticeable, but when you need to make those crucial shots you can just focus a little and they're right there. Labels: Graphics	

History

#1 - 2003-10-11 16:22 - skyjake

Logged In: YES
user_id=717323

In jDoom.cfg, edit the value of "view-cross-a".
(0=invisible, 255=opaque)

You can also use the command "cross color R G B A", e.g.
"cross color 255 255 255 80".

It would be helpful to put these in the menu...