

Doomsday Engine - Feature #1177

Autohide + Floating statusbar options

2003-06-03 21:08 - skyjake

Status: Closed	Start date: 2003-06-03
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description A nice feature would be an autohide statusbar. IE if the player hasn't fired a wepon in #n number of seconds the status bar would fade out giving a full screen view. It would then fade back in again on player damage/weapon fired etc. This would require that the statusbar floated on top of the view window without the bottom panel, like the cutdown HUD. Not very important at all but would be a nice feature. Also can the screen possition of HUD items be moved into a ded file?	
Labels: Customizability	

History

#1 - 2003-06-06 07:53 - danij

Logged In: YES
user_id=849456
Originator: NO

Implemented in 1.9.0-beta4

#2 - 2007-05-17 20:45 - aemitchell

Logged In: YES
user_id=856527

Sort of under this heading - I would like an additional setting for the status bar to allow the doomguy head to appear in the 'floating view' i.e. when the docking bar is hidden and only current weapon/health/armour details are visible. This setting would logically come between the normal bar and the normal floating HUD settings.

Basically I like the head there but the bar takes up way to much room on the screen.