

## Doomsday Engine - Feature #1200

### Non-Rectangular Resolutions

2003-06-18 20:20 - skyjake

|   |                               |
|---|-------------------------------|
| <b>Status:</b> Closed   | <b>Start date:</b> 2003-06-18 |
| <b>Priority:</b> Normal   | <b>% Done:</b> 100%           |
| <b>Assignee:</b> danij  |                               |
| <b>Category:</b>  |                               |
| <b>Target version:</b>  |                               |
| <b>Description</b><br>When using big resolutions like 3072x768 (3x1024x768 & fov @ 148) all sprites are stretched sideways..<br><br>1) menus are distorted<br>2) weapon sprite (the weapon in hand) is stretched<br>3) the status bar stretched.<br><br>I don't think this is a large scale problem, but I thought it was worth mentioning.. :)<br><br>btw. surround gaming with doom is awesome.. :) |                               |

#### History

##### #1 - 2003-06-20 18:56 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

Already implemented.

##### #2 - 2007-05-17 20:43 - skyjake

Logged In: YES  
user\_id=717323

Yes, the sprites are currently not correctly scaled compared to the display aspect ratio. That should be fixed, using wide-screen is fun. :-)