

Doomsday Engine - Feature #1366

Hires Patches & the fullscreen HUD

2004-11-23 02:04 - danij

Status: Closed	Start date: 2004-11-23
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Currently the fullscreen HUD uses the in-game sprites of the Medipack, Ammobox, keys etc. Thus when creating hires icons for the fullscreen HUD it is necessary to create replacements for the in-game sprites, resulting that the hires HUD icons are rendered in game as well. I would suggest that Doomsday looks for an ST prefixed variant and uses that instead when rendering the HUD. So instead of AMMOA0.png one would create STAMMOA0.png Labels: Graphics	

History

#1 - 2004-11-23 18:43 - skyjake

Logged In: YES
user_id=717323

This has already been addressed. Instead of an "ST" prefix, Doomsday looks for a "-hud" suffix, e.g. "AMMOA0-hud.png".

#2 - 2005-02-11 22:52 - danij

Logged In: YES
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Ah good. I couldn't find mention of this anywhere in any of the documentation though, I'll update the Wiki.