Doomsday Engine - Feature #1495

FOV cannot be set higher than 179

2009-06-08 01:31 - leapo

Status:	Closed		**Start date:**	2009-06-08
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

The FOV in Doomsday cannot be set higher than 179, making a proper FOV impossible to obtain on very wide aspect ratio displays.

Forcing the FOV using the "rend-camera-fov force" command to higher FOVs causes game graphics to freeze if the camera pitch is tilted away from horizontal (the larger the forced FOV, the less pitch is required for the freeze to occur).

Labels: Graphics

History

#1 - 2012-09-19 11:12 - danij

Implemented for 1.9.0-Beta6.10