

Doomsday Engine - Feature #1496

Aspect correct scaling of UI and HUD elements/interfaces

2009-06-08 01:34 - leapo

Status: Closed	Start date: 2009-06-08
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Game HUDs stretch to the same aspect ratio as the current resolution, resulting in horizontally stretched HUD graphics on wide screen monitors. Scaling HUD elements to a fixed 4:3 grid would solve this. Labels: Graphics	

History

#1 - 2009-09-02 02:54 - danij

- **status:** open --> closed
- **milestone:** Next Release --> Version 1.9