# Doomsday Engine - Feature #1514

## GZdoom-like HUD (showing more information)

2010-04-13 13:03 - theleoua

| | | | | |
|---|---|---|---|---|
| **Status:** | New | | **Start date:** | 2010-04-13 |
| **Priority:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | User experience | | | |
| **Target version:** | Vanilla / Gameplay | | | |

**Description**

Possibility (cvar) to display all my ammo in the HUD (like in this screenshot
http://i690.photobucket.com/albums/vv262/idoru2099/Strife/Episode_6/Strife_0187.jpg  ) in jHeretic and jDoom (when screen size=maximum and there is no status bar at the bottom of the screen).

Keys (hexen, strife) and weapons can be displayed too (by another cvar).

Optional: kills items and secrets in HUD (are this possible in jHexen?)

**Labels:** User Interface

**Related issues:**

| | | |
|---|---|---|
| Related to Feature #1488: Extended Hexen fullscreen HUD | **New** | **2009-04-14** |

---

**History**

**#1 - 2010-05-05 17:32 - theleoua**

Screenshot of GZdoom-like HUD

**Attachments:**

- http://sourceforge.net/p/deng/feature-requests/_discuss/thread/3739c7a0/dc04/attachment/5.jpg

**#2 - 2013-10-22 10:49 - skyjake**

*- Tags set to UI*

**#3 - 2013-10-22 10:50 - skyjake**

*- Tags changed from UI to UI, ZDoom*

**#4 - 2019-11-29 18:52 - skyjake**

*- Subject changed from GZdoom-like HUD to GZdoom-like HUD (showing more information)*

*- Category set to User experience*

*- Priority changed from Normal to Low*

*- Target version set to Vanilla / Gameplay*