

Doomsday Engine - Feature #1519

Custom pixel aspect ratio for a material

2010-06-05 22:59 - jimigrey

Status: Rejected	Start date: 2010-06-05
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description	
<p>Seeing all that other aspect ratio stuff made me remember this thing that's troubled me, often with creating new levels with new textures...</p> <p>An example: A wall is 128 wide and 128 high. But then ingame it appears to look like 128 * 153,6. But a floor/ceiling that's 128*128 still appears 128*128 even when viewed from top/bottom... Which makes me think this is something else than just a 1,2 pixel aspect ratio?</p> <p>Anyway, I think there should be an option to make height appear same length as width. I guess it'll affect other stuff than just world geometry heights too..</p>	
Labels: Graphics	

History

#1 - 2013-10-22 10:54 - skyjake

- Tags set to Materials, Renderer
- Subject changed from Ability to change Pixel Aspect Ratio? to Custom pixel aspect ratio for a material
- Category set to Enhancement

#2 - 2019-11-29 18:53 - skyjake

- Status changed from New to Rejected