# Doomsday Engine - Feature #1519

## Custom pixel aspect ratio for a material

2010-06-05 22:59 - jimigrey

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| **Status:** | Rejected | **Start date:** | 2010-06-05 |
| **Priority:** | Normal | **% Done:** | 0% |
| **Assignee:** | | | |
| **Category:** | Enhancement | | |
| **Target version:** | | | |

**Description**

Seeing all that other aspect ratio stuff made me remember this thing that's troubled me, often with creating new levels with new textures...

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?

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..

**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*