

Doomsday Engine - Bug #1597

[HUD] Psprite positioning too low

2013-10-18 11:06 - skyjake

Status: New	Start date: 2013-10-18
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version: Rendering	
Description Psprites are positioned slightly too low (8-10 virtual pixels) (dependent on display aspect ratio; positions correct with 4:3 ratio). We should also make the HUD weapon model positioning act better wrt to FOV angle / display ratio.	

History

#1 - 2013-10-18 11:06 - skyjake

- Priority changed from Normal to Low

#2 - 2017-04-03 15:04 - skyjake

- Target version set to Rendering