Doomsday Engine - Feature #1654

[VR] Displaying the 2D UI within a 3D view

2013-11-05 08:05 - skyjake

Status:	Closed	**Start date:**	2013-10-24
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	1.13		

Description

In a 3D VR environment, Doomsday's and the games' 2D UI elements must be displayed differently. For instance, for Oculus Rift the 2D UI should be scaled down and projected to appear in front of the player in 3D.

The 2D player weapon sprite is a special case as it is considered a part of the 3D world. Since it is drawn separately from the UI, it also needs to be projected separately.

Related issues:

Related to Feature #1646: Stereo 3D enhancements	**New**	**2013-10-24**
Related to Feature #1636: Support for Oculus Rift	**Closed**	**2013-10-23**

History

#1 - 2013-11-05 08:27 - skyjake

- Description updated

#2 - 2013-11-05 10:56 - skyjake

- Due date deleted (2013-10-24)

#3 - 2013-11-11 10:41 - skyjake

- Assignee set to skyjake

- Target version set to 1.13

- % Done changed from 0 to 50

The current status is that the player's HUD layer, also containing the game menu, is drawn to a texture that can then be projected in the suitable manner for 3D viewing.

The last remaining element is the player's crosshair, which is drawn on gameside.

See d0953e9d2.

#4 - 2013-11-14 09:25 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 50 to 100

Crosshair moved to the game's HUD layer.