

## Doomsday Engine - Bug #1941

### UI cursor illegible in stereoscopic 3D

2015-01-12 20:57 - danij

<b>Status:</b>	Closed	<b>Start date:</b>	2015-01-12
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	1.15		
<b>Description</b>			
When using stereoscopic 3D modes like side-by-side, the UI cursor is still drawn by the OS on top of the game window. This makes it difficult to use the UI in such modes without resorting to closing an eye.			
Clearly one solution is to have the engine draw the cursor itself, so that it will be projected correctly in stereoscopic 3D.			

#### Associated revisions

##### Revision fad9c76e - 2015-03-05 08:30 - skyjake

Fixed|UI|Client: Show projected mouse cursor in all displacing VR modes

All VR modes that move window content around should use the custom cursor since it will then be appropriately duplicated in the per-eye views.

IssueID #1941

##### Revision ea6bf14b - 2015-03-05 08:32 - skyjake

Fixed|UI|Client: Show projected mouse cursor in all displacing VR modes

All VR modes that move window content around should use the custom cursor since it will then be appropriately duplicated in the per-eye views.

IssueID #1941

#### History

##### #1 - 2015-01-12 22:08 - skyjake

- Target version deleted (49)

##### #2 - 2015-01-12 22:09 - skyjake

It should be noted that in Oculus Rift mode, the mouse cursor is already drawn using a LabelWidget so that it is projected on the UI plane. Probably should use the same code for other VR modes?

##### #3 - 2015-01-16 12:22 - skyjake

- Priority changed from Normal to High

##### #4 - 2015-03-03 05:12 - danij

Changing things so that the project-cursor-on-UI-plane logic is used in all stereoscopic 3D modes does indeed solve the issue.

##### #5 - 2015-03-03 10:33 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

- Target version set to 1.15

##### #6 - 2015-03-03 10:34 - skyjake

Fixing this should be pretty trivial so I'll take care of it for 1.15.

##### #7 - 2015-03-05 08:32 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100