# Doomsday Engine - Bug #1987

## FOV gets maxed out too early in a very wide window

2015-03-02 09:03 - skyjake

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2015-03-02 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | skyjake | | | |
| **Category:** | Defect | | | |
| **Target version:** | 1.15 | | | |

**Description**

When the game window is very wide, the FOV setting gets maxed out too early. The behavior should be changed so that if the window is unusually wide, any additional FOV adjustment logic should be disabled and the user's FOV setting should be used as-is.

## Associated revisions

**Revision b00c4e61 - 2015-03-02 09:24 - skyjake**

Fixed|Renderer: Don't try to correct the FOV angle in a very wide window

IssueID #1987

**Revision 90c07579 - 2015-03-02 09:24 - skyjake**

Fixed|Renderer: Don't try to correct the FOV angle in a very wide window

IssueID #1987

## History

**#1 - 2015-03-02 09:14 - skyjake**

*- Status changed from New to In Progress*

**#2 - 2015-03-02 09:28 - skyjake**

*- Status changed from In Progress to Resolved*

*- % Done changed from 0 to 100*

**#3 - 2015-03-03 08:01 - skyjake**

*- Priority changed from Normal to Low*

**#4 - 2015-03-03 08:01 - skyjake**

*- Priority changed from Low to Normal*

**#5 - 2015-03-05 08:33 - skyjake**

*- Status changed from Resolved to Closed*