Doomsday Engine - Bug #2000

[Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)

2015-03-20 09:18 - skyjake

Status:	New		**Start date:**	2015-03-20
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Vanilla emulation			
Target version:	Vanilla / Gameplay			

Description

There is a long standing issue with Heretic and HeXen's finale text not fitting on the screen. Currently there is a workaround where the text in those games is downscaled by default to 0.9.

The issue originates from the unification of the text drawing in the game plugins, where the Heretic/Hexen font metrics seem to be slightly different than the ones used in Doom.

History

#1 - 2017-04-03 13:54 - skyjake

- Target version set to Modding

#2 - 2017-04-03 18:33 - skyjake

- Target version changed from Modding to Vanilla / Gameplay