

## Doomsday Engine - Bug #2096

### [Heretic] [HeXen] hud number one offset

2015-06-20 22:07 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2015-06-20
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Rendering		

#### Description

A long long standing issue in modern Dday that theleo\_ua has just reminded me of:

<http://www.dengine.net/forums/viewtopic.php?f=18&p=13683#p13683>

Vanilla Heretic and HeXen apply a hardcoded horizontal offset to the '1' in their hud's because of the narrowness of the graphic.

Dday 1.8.6 replicated this, but sometime since then (it was so long ago, that I can't remember the exact version), as things were rewritten, the offsetting code was accidently removed from Dday.

#### History

##### #1 - 2017-04-03 13:38 - skyjake

- Category set to Defect
- Priority changed from Normal to Low
- Target version set to Rendering

##### #2 - 2017-04-03 13:38 - skyjake

- Tags set to Graphics, HUD, Hexen, Heretic