

Doomsday Engine - Bug #519

HUD Weapon Model Position (non 4:3 aspects)

2008-06-20 08:23 - crazedimp

Status: Closed	Start date: 2008-06-20
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description All 16:10 resolutions don't display properly on higher FOV angles, possibly a Vista issue but somebody should check this on XP to see if it is Doomsday related.	
Labels: Graphics	

History

#1 - 2008-06-20 08:46 - danij

Logged In: YES
user_id=849456
Originator: NO

This is actually referring to the position of HUD models when the aspect ratio is not 4:3. The model is being drawn too low down.