# Doomsday Engine - Bug #710

## [Heretic/Hexen] Savegame menu boxes offset too far left

2009-06-04 11:09 - vermil

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2009-06-04 |
| **Priority:** | Low | | **% Done:** | 100% |
| **Assignee:** | danij | | | |
| **Category:** | | | | |
| **Target version:** | 1.9.0-beta6 | | | |

**Description**

Nuff said.

**Labels:** Graphics

## History

**#1 - 2009-06-05 12:16 - danij**

They are centered horizontally, to the middle of the screen.

**#2 - 2009-06-05 14:57 - danij**

If you are referring to the position of the menu cursor then yes, it is overlapping the save/load file box. This will issue will be addressd when the menu is unified with the engine-side UI as the cursor is position relative to the currently focused widget.

**#3 - 2012-03-02 13:22 - skyjake**

Was this addressed in the recent menu changes for 1.9.7/8?

**#4 - 2012-03-02 18:50 - danij**

Yes this was addressed for 1.9.7.