

## Doomsday Engine - Bug #741

### [DOOM] Incorrect scaling of HUD items

2009-07-31 21:43 - deus-ex

<b>Status:</b> Closed	<b>Start date:</b> 2009-07-31
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> HUD items (armor, health pack, ammo) are scaled incorrectly, i.e. they appear vertically slightly stretched (screenshot attached). This bug was introduced with Doomsday v1.9.0 beta 6.2.  Doomsday v1.9.0 beta 6.5, Windows XP SP3, Nvidia Geforce 7800GTX, Resolution 1280x1024  Kind regards deus-ex  <b>Labels:</b> Graphics	

#### History

##### #1 - 2009-07-31 21:43 - deus-ex

Incorrect HUD item scaling

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d95609ec/f55e/attachment/Incorrect%20HUD%20item%20scaling.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/d95609ec/f55e/attachment/Incorrect%20HUD%20item%20scaling.jpg)

##### #2 - 2009-08-01 10:31 - danij

Closing as duplicate of [http://sourceforge.net/tracker/?func=detail&aid=2528250&group\\_id=74815&atid=542099](http://sourceforge.net/tracker/?func=detail&aid=2528250&group_id=74815&atid=542099)