

Doomsday Engine - Bug #10

[InFine] Line spacing for text

2013-10-11 12:18 - skyjake

Status:	New	Start date:	2013-10-11
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:	Rendering		
Description			
<p>At least in Heretic and Hexen, line spacing in blocks of text does not match the original games, causing the text to overflow the available view space.</p> <p>Possible solutions:</p> <ul style="list-style-type: none">• Configurable line spacing• Alternative A/B fonts with vanilla line spacing <p>Currently libheretic and libhexen apply a workaround where finale texts are scaled down somewhat so that all of the text fits on screen. This is no longer necessary when the font line spacing is corrected.</p> <p>See 2d2849a3.</p>			

History

#1 - 2013-10-11 12:18 - skyjake

- Subject changed from *InFine: Line spacing for text* to *[InFine] Line spacing for text*

#2 - 2017-04-03 14:41 - skyjake

- Target version set to *Rendering*