

## Doomsday Engine - Bug #2000

### [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)

2015-03-20 09:18 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-03-20
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Vanilla / Gameplay		

#### Description

There is a long standing issue with Heretic and HeXen's finale text not fitting on the screen. Currently there is a workaround where the text in those games is downscaled by default to 0.9.

The issue originates from the unification of the text drawing in the game plugins, where the Heretic/Hexen font metrics seem to be slightly different than the ones used in Doom.

#### History

**#1 - 2017-04-03 13:54 - skyjake**

- Target version set to Modding

**#2 - 2017-04-03 18:33 - skyjake**

- Target version changed from Modding to Vanilla / Gameplay