Doomsday Engine - Bug #2302

Crosshair not showing (line width < 1)

2018-12-13 09:04 - BFG10K

Status:	Closed	Start date:	2018-12-13
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.1.1		

Description	
I get no cross-hair displayed on 2.1 (tested in Hexen and Heretic). The same settings work fine on 2.0.3 and give me a correct white cross. Doomsday 32 bit. Windows 7 (64 bit), December 2018 rollup. Amplified preset. Stock WADs and default game assets only. nVidia 1070.	

Associated revisions

Revision 9766953d - 2018-12-14 07:53 - skyjake

All Games: Minimum valid value for "view-cross-width"

IssueID #2302

Revision 6bef6233 - 2018-12-14 07:55 - skyjake

All Games: Minimum valid value for "view-cross-width"

IssueID #2302

History

#1 - 2018-12-13 09:17 - skyjake

- Category set to Regression

- Assignee set to skyjake

- Target version set to 2.1.1

May be a late regression, I'll take a look.

#2 - 2018-12-13 11:54 - skyjake

What is the value of your crosshair thickness setting, cvar "view-cross-width"?

For me, setting a thickness of less than 1.0 causes the crosshair to disappear. I can address that at least.

#3 - 2018-12-13 14:13 - BFG10K

- File game.cfg added

Do you mean **view-cross-size**? It's **0.2**.

I've uploaded my config file to help you debug.

#4 - 2018-12-13 16:29 - skyjake

In your config you have view-cross-width 0, which means the crosshair lines are 0 pixels thick, and thus invisible.

What happens if you use the Options > HUD menu to try make the crosshair lines thicker?

#5 - 2018-12-14 07:57 - skyjake

- Status changed from New to In Progress

- % Done changed from 0 to 50

#6 - 2018-12-14 10:41 - BFG10K

It appears when **view-cross-width** becomes **1** (two notches from leftmost side). The value of **0** worked in 2.03.

Maybe remove the **none** symbol value and let the slider go to zero.
Or stop the slider from hitting zero, and use **none** to toggle it.

Having both of them capable of toggling it seems redundant.

#7 - 2018-12-14 10:43 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 50 to 100

Yeah, this will be fixed by not allowing zero thickness.

#8 - 2018-12-14 10:46 - BFG10K

Thank you for your time Skyjake, I really appreciate this amazing piece of software you've given to the community.

#9 - 2018-12-15 08:50 - skyjake

- Status changed from Resolved to Closed

Glad to hear you like it. :)

#10 - 2018-12-17 08:58 - skyjake

- Subject changed from 2.1 Crosshair not showing to 2.1 Crosshair not showing (line width < 1)

#11 - 2018-12-17 09:00 - skyjake

- Subject changed from 2.1 Crosshair not showing (line width < 1) to Crosshair not showing (line width < 1)

Files

game.cfg	27.3 KB	2018-12-13	BFG10K