

Doomsday Engine - Feature #2358

Fixed FOV for rendering weapon models

2019-12-01 14:01 - skyjake

Status: Closed	Start date: 2019-12-01
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.2 (2019)	
Description The cvar "rend-model-fov" specifies the FOV for weapon models, which is separate from the rest of the view. This alleviates issues with weapon models not being drawn as the author intended. The default value is 95°.	
Related issues:	
Related to Bug #2234: Fov 160 + near clip plane issues with MD2 and FBX HUD M...	Closed 2017-04-03
Related to Feature #2405: Per-model FOV for rendering psprite models	Resolved 2020-01-22

History

#1 - 2019-12-01 14:02 - skyjake

- Related to Bug #2234: Fov 160 + near clip plane issues with MD2 and FBX HUD Models added

#2 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed

#3 - 2020-01-22 20:37 - skyjake

- Related to Feature #2405: Per-model FOV for rendering psprite models added