

ET: Legacy Development - Task #1239

Reorganize /cg_drawCrosshair CVARs

01.04.2019 12:03 - keMoN

Status:	New	% Done:	0%
Priority:	Low	Spent time:	0.00 hour
Assignee:			
Category:	Mod CGAME		
Target version:	2.78		
OS:		Arch:	
Description			
<p>I propose to rename cg_drawCrosshair and cg_drawCrosshairNames to cg_crosshair and cg_crosshairNames to match the remaining crosshair related cvars for consistency. I do realize that this will break classic cvars, but since we recommend to not use vanilla configs anyway.</p> <p>Primarily, however, I propose to remove cg_drawCrosshairPickups and move that functionality to cg_cursorHints as this cvar is already intended to provide the player with additional information when aiming at stuff.</p> <p>There are:</p> <ul style="list-style-type: none">cg_crosshairAlphacg_crosshairAlphaAltcg_crosshairColorcg_crosshairColorAltWhitecg_crosshairHealthcg_crosshairPulsecg_crosshairSizecg_crosshairXcg_crosshairY <p>and</p> <ul style="list-style-type: none">cg_drawCrosshaircg_drawCrosshairInfocg_drawCrosshairNamescg_drawCrosshairPickups			

History

#1 - 01.04.2019 22:55 - Timothy

I'm not entirely sure this is a good idea. The three cvars you are talking about clearly toggle the rendering of certain information on-screen. The referred cvars do not, instead they alter the rendering (yet they do not switch anything on or off).

However I do feel we should increase the consistency for other cvars.

#2 - 03.04.2019 14:21 - keMoN

- Description updated

Also remove cg_drawCrosshairNames and move functionality to a new bitflag 4 in cg_drawCrosshairInfo.

Should renaming still be done, we can also think of renaming cg_drawgun to cg_gun to match cg_gunX, cg_gunY and cg_gunZ, but renaming is not as important imo.

#3 - 03.04.2019 14:29 - keMoN

- Description updated