

## Packages - Packaging Request #3288

### MangoHUD

[mangohud-x11][mangohud-common-x11][mangohud-wayland][mangohud-common-wayland][lib32-mangohud-x11][lib32-mangohud-wayland][mangohud-opengl2][mangohud-opengl2-common][lib32-mangohud-opengl2][mangohud-nvidia]

2022-05-14 08:43 PM - gap

<b>Status:</b> open	<b>% Done:</b> 0%
<b>Priority:</b> bug	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Description</b>	
<p>This package is already in the AUR and is extremely popular.</p> <p>AFAIK we don't have any HUD programs in Parabola at the moment, although technically I suppose some system monitor programs could be used as HUDs if you make them transparent and always on top of other windows.</p> <p>Although it is libre in itself, MangoHUD contains support for the troublesome nVidia-related packages, and I am not sure if this is fully removed in the following two packages:</p> <ul style="list-style-type: none"><li>- The -opengl2 packages apparently only have libre dependencies, but are outdated.</li><li>- mangohud-nvidia is also outdated.</li></ul> <p>mangohud-x11 has a hard dependency on libxvctrl and an optional dependency on xvctrl.</p>	

### History

#### #1 - 2022-05-14 08:47 PM - gap

I also dislike the make dependency on lib32 packages in these packages, and I don't know whether they support the 64-bit versions or not.