

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

Status: open	% Done: 0%
Priority: bug	
Assignee:	
Category:	
Description	
<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">- The -opengl2 packages apparently only have libre dependencies, but are outdated.- mangohud-nvidia is also outdated. <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.