

Doomsday Engine - Bug #1012

[Controls] Sidestep is -1/0/+1 with no intermediate values

2012-03-22 15:06 - smoothshoes

Status: Closed	Start date: 2012-03-22
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.7	
Description No matter how low this is set to it still acts as if it is set with very high sensitivity (I barely move the joystick and it moves as if the joystick is moved all they way.) I wrote more about it here: http://dengine.net/forums/viewtopic.php?f=7&t=988	
Labels: Controllers	

History

#1 - 2012-03-19 16:11 - skyjake

This was happening because the axis position was incorrectly interpreted when checking the Sidestep control's state.

Fixed for 1.9.8 (in Monday's build [#479](#)).

#2 - 2012-04-20 14:50 - smoothshoes

I tried 1.9.8 but now I can't get any joystick axis to work. I still have 1.9.7 installed and the joystick still works for that version, except for the sidestep issue. I assume both versions are reading the same config files in the user directory? I do have joystick enabled in Doomsday's control panel.

#3 - 2012-05-01 12:19 - skyjake

I'm closing this as the sensitivity issue has been fixed. If you're still having problems with the joystick, it may be due to some other issue.