

Doomsday Engine - Bug #1019

[Win32] No keyboard input at the menu start screen

2012-04-10 14:49 - martyfender

Status: Closed	Start date: 2012-04-10
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.8 Unstable	
Description Windows XP SP3, Doomsday build 465. After I get to the start menu screen in Doom E1 M1, there is no keyboard input until I alt tab out of the game and back, only mouse input. In addition, no monsters show up until I start a new game a second time. Weird, I have never seen this behavior before in Doomsday. Addons: resource pack, texture pack and interface pack for Doom.	
Labels: User Interface	

History

#1 - 2012-04-09 08:47 - skyjake

Does this occur every time you start the game? Can you attach your Options.rsp here from the front-end runtime folder?

#2 - 2012-04-10 15:11 - martyfender

I reinstalled and confirmed that this behavior doesn't happen in builds 458 and 462.

#3 - 2012-04-10 15:15 - martyfender

options.rsp

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/fb076a3c/63be/attachment/Options.rsp

#4 - 2012-04-10 15:19 - danij

We need a copy of your options.rsp to proceed with testing this. Neither skyjake nor myself are experiencing this issue with a default config.

I seem to recall you were using some sort of joypad to keyboard utility? Have you tried disabling that?

#5 - 2012-04-11 10:10 - martyfender

I am only using a basic Logitech ps2 keyboard and a Microsoft optical intellimouse, quite a few years old, with default Win XP SP3 drivers, no Logitech or Microsoft keyboard or mouse crapware. I had attached the options.rsp file on 4/10. Was it not good?

#6 - 2012-04-14 06:32 - martyfender

I was working on a friend's computer the last couple of day's and I installed the same Doomsday build on his much newer system: HP a6223w dual core AMD and Windows Vista Home premium, and noted the same behavior, which disappeared when I install an earlier build. I even used revouninstaller to clean it before a reinstall. (I had copied my build over directly from my external USB drive where my Doomsday is installed: J:\Games\Doomsday I Used Revo because even after I deleted the directory and installed Doomsday with your installer, in the addons path I was seeing my addons path: J:\Games\Doomsday\Snowberry\addons instead of C:\Program Files\Doomsday\Snowberry\addons. This persisted even though I manually deleted those entries in the Snowberry interface. I tried again after working on the system a day latter, after reboots, of course, and I was able to delete my drive entries. Some how the entries were saved despite deleting the whole game folder. Is it possible that entries still existed in the registry or in memory? Usually Revo Uninstaller's more aggressive modes does a pretty good job of cleaning up.

#7 - 2012-04-14 06:49 - martyfender

same behavior in build 469, but not in the build earlier I stated before.Do I need to do a clean install?

#8 - 2012-04-14 07:15 - skyjake

You don't need a clean install.

Danij has been able to reproduce this issue now. We're looking into it.