

# Doomsday Engine - Bug #1042

## [Windows] Alt key and console activation

2012-05-15 08:16 - vermil

|  |                                      |
|--|--------------------------------------|
| <b>Status:</b> New   | <b>Start date:</b> 2012-05-15        |
| <b>Priority:</b> High  | <b>% Done:</b> 0%                    |
| <b>Assignee:</b>   |                                      |
| <b>Category:</b> Defect  |                                      |
| <b>Target version:</b> 3.0   |                                      |
| <b>Description</b><br>Pressing the Alt Key randomly seems to stop the Console activation key from working.<br><br>Once the console activation key has stopped working, it randomly seems to start working again after pressing the Alt Key.<br><br>Apologies for the simple explanation. |                                      |
| <b>Labels:</b> Controllers   |                                      |
| <b>Related issues:</b>   |                                      |
| Related to Bug #1041: [Windows] Pressing Alt/AltGr key confuses turning  | <b>New</b> <b>2012-05-15</b>         |
| Related to Feature #1886: Use SDL 2 for window management, display modes, col...   | <b>In Progress</b> <b>2014-10-20</b> |

### History

#### #1 - 2012-07-11 11:27 - skyjake

If you change the console activation key to some other key, does it affect this?

#### #2 - 2013-10-22 14:54 - skyjake

- Tags set to *Windows, Input*
- Subject changed from *[Win32] Alt key and console activation* to *[Windows] Alt key and console activation*
- Category set to *Defect*

#### #3 - 2015-03-13 08:58 - skyjake

- Target version deleted (*1.9.8*)

#### #4 - 2015-03-13 08:58 - skyjake

- Related to Feature #1886: *Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input added*

#### #5 - 2017-04-03 14:46 - skyjake

- Target version set to *Input and game controllers*

#### #6 - 2018-07-29 16:47 - skyjake

- Target version changed from *Input and game controllers* to *3.0*

#### #7 - 2019-11-29 23:06 - skyjake

- Assignee deleted (*daniij*)