

Doomsday Engine - Bug #1074

'ctl-inventory-use-next' doesn't work with picked up items

2012-08-12 19:06 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2012-08-12
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.11		
<b>Description</b>			
It only works with artefacts given by cheat codes.			
<b>Labels:</b> Gameplay, Heretic, Hexen			

History

#1 - 2012-08-27 18:51 - danij

- **labels:** Gameplay --> Gameplay, Heretic, Hexen

#2 - 2012-08-27 20:10 - skyjake

I have only tested it with cheat code items... The recent change regarding this was to change the cvar to 1 by default.

#3 - 2012-08-27 20:11 - danij

Fixed?

#4 - 2013-07-15 16:58 - skyjake

The problem was that wrapping was not implemented at the left edge of the inventory, and 'use-next' moves the cursor to the left.

This should now be fixed for 1.11.

#5 - 2013-07-15 17:10 - skyjake

- **status:** open --> fixed
- **assigned\_to:** Jaakko Keränen
- **Milestone:** v1.9.8 --> v1.11