Doomsday Engine - Bug #1074

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

2012-08-12 19:06 - vermil

Status:	Closed	**Start date:**	2012-08-12
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.11		

Description

It only works with artefacts given by cheat codes.

Labels: 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