

Doomsday Engine - Bug #1092

[Chex/HacX] Weapon names in Controls menu

2012-10-03 19:20 - vermil

Status:	New	Start date:	2012-10-03
Priority:	Low	% Done:	0%
Assignee:			
Category:	Minor detail		
Target version:	Modding		
Description			
In the controls menu the labels for the 'Shotgun/SG Shotgun' and 'SG Shotgun/Shotgun' binds are the wrong way around.			
Labels: Menu, HacX, Chex, Controls			

History

#1 - 2012-09-27 17:26 - vermil

To throw in some similar issues, since I didn't think they were worth all opening separate reports for:

In Heretic, the 'Staff/Gauntlet' control label should be named ' Gauntlet/Staff', as it selects the Gauntlet first.

While HacX and Chex still use the Doom weapon names in the controls menu, rather than the proper names of the weapons in those games.

#2 - 2012-09-27 17:26 - skyjake

- **labels:** menus --> Menu, HacX, Chex, Controls

- **summary:** [Doom] Shotgun control menu labels wrong way around --> [Chex/HacX] Weapon names in Controls menu

- **priority:** 1 --> 3

#3 - 2012-10-03 20:38 - skyjake

Swapped the weapons in "Shotgun/Super SG" and "Staff/Gauntlets" labels.

The HacX/Chex weapon names has not been addressed (?).

#4 - 2012-12-07 15:10 - vermil

The Chex and HacX weapon names haven't been addressed.

The names of the weapons from the games can be found here:

<http://doomwiki.org/wiki/Hacx>

<http://chexquest.wikia.com/wiki/Zorchers>

#5 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.9)*

#6 - 2017-04-03 14:44 - skyjake

- *Category set to Minor detail*

- *Target version set to Modding*