

Doomsday Engine - Bug #114

input-key-wait1 reset to 15

2003-07-22 08:57 - skyjake

Status: Closed	Start date: 2003-07-22
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.11	
Description Quote Aenn Seidhe Priest: When running jHeretic (maybe other games, too), Doomsday 1.7.11 resets key repeat delay (input-key-wait1 setting) to 15, even though the value saved in jHeretic.cfg file was "5". Labels: User Interface	

History

#1 - 2003-10-06 16:31 - skyjake

Logged In: YES
user_id=717323

For me input-key-wait1 works correctly. Note that 5 is not
a valid value for the cvar. If you want to use 5, try adding
this to your Autoexec.cfg:

```
input-key-wait1 force 5
```