

## Doomsday Engine - Feature #1187

### Force feedback

2003-06-15 00:25 - skyjake

<b>Status:</b> Rejected	<b>Start date:</b> 2003-06-15
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> You should add force feedback to jdoom. It would make the game so much better. I think I saw an article on microsoft's site about using directx for force feedback.	
<b>Labels:</b> Gameplay	

### History

#### #1 - 2003-06-15 23:07 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

I've never tried a force feedback mouse or keyboard :P

And so few people use a joystick for FPS there's very little point in wasting time coding it.

#### #2 - 2003-06-19 22:08 - skyjake

Logged In: YES  
user\_id=717323

I agree. Force for the mouse might be funny, but I don't have a mouse with force feedback at my disposal...

#### #3 - 2013-10-19 18:51 - skyjake

*- Status changed from New to Rejected*