

Doomsday Engine - Feature #1195

Enable keyboard during Demo Playback

2003-06-16 15:49 - tolwyn

Status: Rejected	Start date: 2003-06-16
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description <p>I submitted a request to John Carmack before Quake2 3.20 was issued, this was to support the binding of Function Keys during Demo Playback for special effects: Screenshots, and the timescale comand.</p> <p>This was enabled for 3.2x and used extensively for the making of demo "movies" and demo "refilms" in the future (yeah for me, pats self on back).</p> <p>I'd like to be able to bind some commands to keys during Demo playback:</p> <p>settic 15 (slow motion) settic 50 (FF)</p> <p>etc.</p> <p>This would be nice to FF and slow down demos to watch some cool parts of the demo, or to FF through boring parts.</p> <p>Right now, pressing almost any key brings up the menu. Instead, it would be great to be able to bind certain commands like SPY and the above bindings.</p> <p>If nothing else, then allow function keys to be bound ala Quake2.</p> Labels: Gameplay	
Related issues:	
Related to Feature #1614: Improved demo recording and playback	New 2014-04-19

History

#1 - 2013-10-20 20:16 - skyjake

- Tags set to Demo, UI, Bindings

#2 - 2016-08-09 10:44 - skyjake

- Status changed from New to Rejected