

Doomsday Engine - Feature #1217

Controls for all supported games adjusted at the same time

2003-06-30 20:12 - droyd

Status: New	Start date: 2003-06-30
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Input and game controllers	
Description <p>It's really annoying to change the controls for every game (hexen, heretic, doom)</p> <p>It should be possible to adjust certain settings (strafe, forward, left, right...) for all 3 games at the same time:</p> <p>There should be a switch available in the config AND controlsmenu which allows to do it for the running game (Hexen, heretic, doom), OR for the whole engine (all games)</p> <p>Settings that are applicable for the whole engine should be marked by a brighter colour</p> <p>It should be possible to do this for settings like smooth camera movement, sound volume etc as well...</p> <p>Remember that the user somehow needs to have this as an option by using the switch(a switchbutton switching between doomsday/hexen logo, or any active game)</p> <p>You could add the loge in the game dll</p> <p>A better way then a switch button is more then welcome I just can't think of one right now</p> <p>Labels: User Interface</p>	
Related issues:	
Related to Feature #1162: Global engine configuration	Closed 2003-05-26
Related to Feature #1449: Setup bindings/controls via taskbar UI	Progressed 2007-06-07

History

#1 - 2003-07-02 18:11 - skyjake

Logged In: YES
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There will be no 'common' controls for all the games at this time. Perhaps later, when a common menu system is in place, this would be a feature to think about. Right now it would be too much work for too little benefit.

The latter part of the request is related to RFE 743562.

#2 - 2016-08-09 10:37 - skyjake

- Related to Feature #1449: Setup bindings/controls via taskbar UI added

#3 - 2016-08-09 10:47 - skyjake

- Target version set to Input and game controllers