

Doomsday Engine - Feature #1239

Binding of joystick axes

2003-07-14 10:25 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2003-07-14
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b> Joystick axes should produce bindable events when they reach a certain threshold. This would make it possible to bind controls to them.			
<b>Labels:</b> User Interface			

History

#1 - 2003-08-15 19:49 - danij  
Implemented in svn for 1.9.0-beta6