

Doomsday Engine - Feature #1348

Better Mousewheel Weapon Switching

2004-07-04 08:29 - dark_pulse

Status: Closed	Start date: 2004-07-04
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Right now, when using the mousewheel, no matter how many times you move it up (or down) the game switches only to the very next weapon. I figure it's relatively easy to get the game to allow you to skip that weapon if you do the mousewheel again. Perhaps I'm not being clear. Let's say you have a Pistol, Shotgun, and Rocket Launcher. You're low on ammo for the shotgun, so you're using your pistol to conserve as much ammo as possible. You turn a corner and spot some enemies in the distance. Most players would flick the mousewheel twice to attempt to instantly switch to the rocket launcher - but they cannot, they switch to the shotgun. A second flick of the mousewheel, once the shotgun is up, will bring the Rocket Launcher. I hope I'm being clear enough; please ask me to elaborate further if necessary. Labels: Gameplay	

History

#1 - 2006-06-15 00:44 - arablover

Logged In: YES
user_id=1087853

I would love this modification too.

Cheers.

Jeremy

#2 - 2006-08-02 03:06 - m4gicfour

Logged In: YES
user_id=1540110

Thumbs up.

#3 - 2010-05-21 15:10 - papercut2

Logged In: YES
user_id=1566636

That would be nice, I recently got back into using the numbers again like back in the day, because of this problem.

#4 - 2012-08-28 18:17 - danij

- **status:** open --> closed
- **milestone:** Next Release --> Version 1.9

#5 - 2012-09-19 11:25 - danij

Implemented for Doomsday 1.9.0-Beta6.10