

Doomsday Engine - Feature #1407

Customizable console keys

2006-07-31 21:49 - deus-ex

Status: Progressed	Start date: 2006-07-31
Priority: Normal	% Done: 20%
Assignee:	
Category: User experience	
Target version: 3.0	
Description Recently the behaviour for some of the console keys where changed (eg. page-up/down). Since not everybody (including myself) feels comfortable with these changes we would be better off if the Console controls could be made bindable too.	
Labels: Customizability	
Related issues: Related to Feature #2286: Editing all global Doomsday key bindings New 2018-10-12	

History

#1 - 2006-08-02 03:34 - danij

- **assigned_to:** Daniel Swanson --> nobody

#2 - 2013-10-22 07:29 - skyjake

- *Tags set to Console, Bindings*
- *Subject changed from Customizable Console Control-Keys to Customizable console keys*
- *Category set to User experience*
- *Status changed from New to In Progress*
- *% Done changed from 0 to 20*

This is partially implemented in the form of WidgetActions. In ConsoleWidget, we could capture non-text inserting keys and give them to the bindings subsystem. However, to make things a little more elegant, the bindings subsystem should be able to bind de::Action instances instead of console command strings.

#3 - 2016-07-05 23:54 - skyjake

- *Status changed from In Progress to Progressed*

#4 - 2019-11-29 16:35 - skyjake

- *Related to Feature #2286: Editing all global Doomsday key bindings added*

#5 - 2019-11-29 16:36 - skyjake

- *Target version set to 3.0*