

Doomsday Engine - Bug #1674

I FOLLOWED ROME.RO s guide to play the DENGINE ... BUT THE KEYSTROKES ON MACOS ARE FAILURING THE EXPERIENCE..

2013-11-30 22:09 - rm1911

Status:	Rejected	Start date:	2013-11-30
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			

Description

<http://planetromero.com/2013/11/doomsday-1-12-server-setup>

i forward to de-ngine.

selftroll!

i got the wads from .sx and then made it like it was there guiding me..

but ss doom-man can't really get into business,

BECAUSE

#1 no real multiplayr people in those new configured mp screen and no on update...

#2 no real movement possible if i stroke ctrlANDLEFTARROW i get in MAVERICKS to another screen...

you know howto solve this issue?

somehow i guess, it's a PSEUDOFULLSCREEN bug...

perhaps i should hint them?

Overall too dark engine... overall really nothing special, this linux engines, like prboom or how they are all called, are more impressive... perhaps it's about resources and usability?

check THIS rome.ro > <http://i.imgur.com/XJTQNgN.jpg>

solve this issure with macos and illbe able to join...

rm1911---meesdorfrangers

version? today downloaded "frontend 1.6"

History

#1 - 2013-11-30 22:19 - skyjake

- Category deleted (User experience)

- Status changed from New to Rejected

- Priority changed from High to Normal

Please post this on the user / technical support forums: <http://dengine.net/forums/viewforum.php?f=7>

Files

Photo on 30-11-13 at 16.42.jpg

166 KB

2013-11-30

rm1911