

Doomsday Engine - Bug #1733

Player control binding issue (input modifier vs key state)

2014-03-09 17:21 - danij

Status: Closed	Start date: 2014-03-09
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description	
See: http://dengine.net/forums/viewtopic.php?f=7&t=1720#p10923	
With the controls configured as described in the above post, however, set using the game menu, it is not possible to toggle run and/or strafe whilst moving without confusing the internal player control state.	

History

#1 - 2014-03-09 17:22 - danij

- Tags set to *Input, Bindings*

#2 - 2014-11-28 15:24 - danij

Needs retesting following recent binding/input system changes.

#3 - 2017-04-03 14:34 - skyjake

- Status changed from *New* to *Closed*

Closing as obsolete.