

Doomsday Engine - Feature #1758

Separate left/right modifier keys (Shift, Alt, etc.)

2014-04-18 07:53 - skyjake

Status:	New	Start date:	2014-04-18
Priority:	Low	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	3.0		
Description			
If the left and right modifier keys would be detected separately, this could allow more fine-grained key bindings. Useful for instance with split-screen multiplayer using a single keyboard.			
Related issues:			
Related to Feature #1229: Input plugins: generate events from connected contr...		Rejected	2003-07-09
Related to Feature #1886: Use SDL 2 for window management, display modes, col...		In Progress	2014-10-20
Has duplicate Feature #2417: Is it possible to separate left and right shift ...		Closed	2020-03-10

History

#1 - 2017-07-11 19:13 - skyjake

- Related to Feature #1886: Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input added

#2 - 2019-11-29 12:37 - skyjake

- Assignee set to skyjake

- Target version set to 3.0

#3 - 2020-03-14 07:57 - skyjake

- Has duplicate Feature #2417: Is it possible to separate left and right shift to separate control bindings? added