Doomsday Engine - Bug #1814

resetbindings slightly wonky

2014-05-27 19:03 - vermil

Status:	Rejected	**Start date:**	2014-05-27
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:			

Description

The 'resetbindings' console command in 1.15 unstable, seems to not quite reset movement bindings properly.

It seems to add back the original bindings for movement, but doesn't seem to wipe any new ones a user may have added.

History

#1 - 2014-05-27 19:13 - danij

That is the intended behavior of the defaultbindings command when used on its own. What you actually want to do is "clearbindings; defaultbindings"

#2 - 2014-05-27 19:15 - danij

- Category deleted (Regression)

- Status changed from New to Rejected

#3 - 2014-05-27 19:21 - skyjake

Um, AFAICS there is no "resetbindings" console command. Is this an alias you've defined, Vermil?

BTW, neither "clearbindings" or "defaultbindings" have documentation.

#4 - 2014-05-27 23:22 - vermil

My apologies; I guess I was confused.