

## Doomsday Engine - Bug #1828

### Tutorial doesn't claim mouse after clicking during launch

2014-06-19 13:12 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2014-06-19
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Input and game controllers		
<b>Description</b>			
The Tutorial doesn't claim the mouse when it runs; the game running claims the mouse.			
This means, one can't actually start the tutorial; all one can do is close it with Esc.			

#### History

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##### #1 - 2014-06-19 13:15 - vermil

Er, when one launches straight into a game (i.e with a -game).

##### #2 - 2014-06-19 13:24 - vermil

My apologies for another post. It turns out that this may be more specific than I thought.

If one clicks the mouse during game startup, mouse control is given to the game instead of the tutorial.

##### #3 - 2014-06-19 13:50 - skyjake

- Tags set to UI, Input

- Subject changed from Tutorial doesn't claim mouse to Tutorial doesn't claim mouse after clicking during launch

- Category set to Defect

- Priority changed from Normal to Low

##### #4 - 2014-06-19 18:42 - skyjake

vermil wrote:

one can't actually start the tutorial; all one can do is close it with Esc.

In all dialogs, **Space** and **Enter** will trigger the default button. This should work in the tutorial, too, even though the mouse cursor remains captured. (That is, if it doesn't, there's a separate bug.)

##### #5 - 2014-06-19 23:56 - vermil

I wasn't aware of those shortcut's. Thanks for the information.

##### #6 - 2017-04-03 14:15 - skyjake

- Target version set to Input and game controllers