

Doomsday Engine - Bug #1828

Tutorial doesn't claim mouse after clicking during launch

2014-06-19 13:12 - vermil

Status:	New	Start date:	2014-06-19
Priority:	Low	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Input and game controllers		
Description			
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

#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