

## Doomsday Engine - Bug #200

### Keys "stuck" while trying to talk

2004-11-21 14:37 - jason\_scalia

<b>Status:</b> Closed	<b>Start date:</b> 2004-11-21
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.3	
<b>Description</b> I've noticed that while playing jdoom mp (as the server, but also as a client) when I try to talk a line of 4's keeps going across the topic as if I was holding the key down. My keyboard does work fine in other games and interestingly this does <b>not</b> cause my weapon to change to the chain gun. It isn't anything major, but more of an annoyance. Also it's not always 4's, but its seems to be the most common (maybe I have something for the chaingun =p ). Excellent work on an excellent engine!	
<b>Labels:</b> Controllers	

#### History

##### #1 - 2004-11-21 15:10 - jason\_scalia

Logged In: YES  
user\_id=1163468

I take that big, this happened in SP mode as well on the first level of the official Doom 2 wads. The shotguns kept alternating during the beginning og this level.

##### #2 - 2005-08-28 20:40 - danij

Logged In: YES  
user\_id=849456

This sounds more like a one off problem with your keyboard than a real bug.

Has the same happened since? Does this problem exist in 1.9.0-beta2?

##### #3 - 2005-10-27 20:59 - jason\_scalia

Logged In: YES  
user\_id=1163468

This issue cannot be replicated in the new releases, thanks guys.