

Doomsday Engine - Bug #2005

[Doom] Configure Weapon Priority Order Broken

2015-03-27 00:33 - sonicdoommario

Status:	Closed	Start date:	2015-03-27
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.1 (Late 2018)		
Description			
<p>I don't know if I'm doing this wrong, but I have encountered this on all the computers in my house. I am unable to re-arrange the weapon priority order for Doom. On the Weapons menu, I press Enter and the skull icon shrinks down to the weapon font. Doomsday say to use left and right to adjust the weapon order, but neither of those keys work. I even checked my controls to make sure the Left and Right keys were assigned to move left and right on the menu.</p> <p>Is this a bug, or is there something I'm missing? I even tried turning on "Pickup Weapon if Better" to no avail.</p>			

History

#1 - 2017-04-03 13:51 - skyjake

- Tags set to *Doom, Menu, Gameplay*
- Category set to *Regression*
- Target version set to *2.1 (Late 2018)*

#2 - 2018-10-27 14:39 - skyjake

- Status changed from *New* to *Resolved*
- Assignee set to *skyjake*
- % Done changed from *0* to *100*

I have fixed this bug when I was refreshing the game menus.

#3 - 2018-11-05 19:15 - skyjake

- Status changed from *Resolved* to *Closed*

#4 - 2018-11-09 07:30 - skyjake

- Subject changed from *[Doom] Configure Weapon Priority Order Broken?* to *[Doom] Configure Weapon Priority Order Broken*