

Doomsday Engine - Feature #2131

Keyboard navigation

2015-11-23 22:13 - skyjake

Status: Closed	Start date: 2015-11-23
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.0 – Home UI & Packages	
Description One should be able to use the Doomsday UI with only the keyboard or a game controller. Anticipated features: <ul style="list-style-type: none">• flag for making widgets focusable• visual focus indicator (appears when keyboard navigating), cf. tutorial focus rectangle• when using just the mouse, the focus indicator appears briefly but fades right away• Tab / Shift-Tab to navigate focusable widgets as a cycle• Esc to close all popups (including dialogs), remove focus from edit widgets• Enter/Space to activate focused widget• arrow keys to navigate by view position (cannot get out of dialogs, though)	
Related issues:	
Related to Bug #778: Gamepad usability issues	Progressed 2007-06-07
Related to Feature #4: UI improvements	In Progress 2003-06-17
Precedes Feature #2184: Keyboard navigation: bindable controls	New 2015-11-24 2015-11-24

Associated revisions

Revision 3b8dc241 - 2016-07-23 22:05 - skyjake

Widgets|libappfw: Basic focus switching with Tab/Shift-Tab; button activation

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Revision b024b9df - 2016-07-27 14:19 - skyjake

Widgets: Setting input focus depending on the context

Added a method for offering focus to widgets. This is used for setting the appropriate focus when a popup is opened (e.g., menu, dialog).

IssueID #2131

History

#1 - 2015-11-23 22:13 - skyjake

- Related to Bug #778: Gamepad usability issues added

#2 - 2015-11-24 12:49 - skyjake

- Related to Feature #4: UI improvements added

#3 - 2016-03-27 08:20 - skyjake

- % Done changed from 0 to 10

#4 - 2016-03-27 08:20 - skyjake

- Status changed from New to In Progress

#5 - 2016-04-26 10:03 - skyjake

- % Done changed from 10 to 20

#6 - 2016-04-26 10:05 - skyjake

- % Done changed from 20 to 30

Widgets can now be flagged focusable, there is a focus indicator, and menus support up/down navigation with arrow keys (including everything derived from MenuWidget).

#7 - 2016-05-13 13:55 - skyjake

- Priority changed from High to Urgent

#8 - 2016-07-23 22:29 - skyjake

- % Done changed from 30 to 40

Tab/Shift-Tab has been implemented. They rely on the widget tree structure to find the next/previous focusable widget. Also, Enter/Space can be used to press buttons.

#9 - 2016-07-27 14:18 - skyjake

- % Done changed from 40 to 50

#10 - 2016-08-06 17:52 - skyjake

- % Done changed from 50 to 70

#11 - 2016-08-07 08:47 - skyjake

- Description updated

#12 - 2016-10-15 18:04 - skyjake

- Description updated

- % Done changed from 70 to 80

#13 - 2016-11-20 14:46 - skyjake

- Precedes Feature #2184: Keyboard navigation: bindable controls added

#14 - 2016-11-20 14:47 - skyjake

- Description updated

- Status changed from In Progress to Resolved

- % Done changed from 80 to 100

#15 - 2016-11-20 20:14 - skyjake

- Status changed from Resolved to Closed