Doomsday Engine - Feature #2184

Keyboard navigation: bindable controls

2016-11-20 14:46 - skyjake

Status:	New		**Start date:**	2015-11-24
Priority:	Normal		**% Done:**	0%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	Input and game controllers			

Description

The controls for UI navigation should be bindable in the "deui" context, so that controllers other than the keyboard can be used.

Related issues:

Related to Feature #2286: Editing all global Doomsday key bindings	**New**	**2018-10-12**
Follows Feature #2131: Keyboard navigation	**Closed**	**2015-11-23**

History

#1 - 2016-11-20 14:46 - skyjake

- Due date set to 2015-11-24

- Start date changed from 2016-11-20 to 2015-11-24

- Follows Feature #2131: Keyboard navigation added

#2 - 2016-11-20 14:48 - skyjake

- Target version set to Input and game controllers

#3 - 2019-11-29 22:51 - skyjake

- Related to Feature #2286: Editing all global Doomsday key bindings added