Doomsday Engine - Feature #2417

Is it possible to separate left and right shift to separate control bindings?

2020-03-10 14:31 - vermil

Status:	Closed	**Start date:**	2020-03-10
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:			

Description
Is it possible to separate left and right shift to separate control bindings?
I am currently forced to use a keyboard where the position of these controls would make it preferable to use the left shift key for run and the right shift key for move forward.

Related issues:		
Is duplicate of Feature #1758: Separate left/right modifier keys (Shift, Alt,...	**New**	**2014-04-18**

History

#1 - 2020-03-14 07:57 - skyjake

- Is duplicate of Feature #1758: Separate left/right modifier keys (Shift, Alt, etc.) added

#2 - 2020-03-14 07:59 - skyjake

- Status changed from New to Closed

- Assignee deleted (Deng Team)

In the 2.3 branch, no this isn't possible unfortunately due to limitations of the Qt framework. In 3.0 where SDL2 is being used for keyboard, yes the left/right Shift keys produce separate events.

However, 3.0 is not ready for gameplay at this time.