Doomsday Engine - Bug #2463

Game controllers

2021-09-02 23:15 - Technitronik

Status:	New	**Start date:**	2021-09-02
Priority:	Normal	**% Done:**	0%
Assignee:	skyjake		
Category:	Redesign		
Target version:	Input and game controllers		

Description

Hi,

I think I'am alone to find it's a problem or I'm alone to play really with Doom!
In old versions of Doomday engine we could configure a key to control "LOOKSPRING" ON OR OFF when playing game. The reason why it is important is if you create levels like me with Doom Builder when you play "REALLY" with Doom and not only speak on forums you will understand. This problem is due to the device used to play. If using Trackball, when you point with rocket or any long distance arm, the target is far away and the shoot will be too high or to low to shoot the target. Because the ball of the trackball is used to move player and not to shoot. The only way to control the VERTICAL angle of the arm is KEYBOARD key or the WHEEL between the two strandard buttons. But those two trigger are not precise and use a STEP by STEP Vertical movement. If you move only one step, far away from player this result in too high or too low calculate target.

In old Doomday engine the key EX: ALT could be programmed to pass the VERTICAL arm setting to the BALL that was really more precise and really FINE TUNE to point the target. When pointed a far away target we had only to HOLD momentary the ALT key, adjust the VERTICALY position of the arm and release the key to restore the BALL for player movement.

Technitronik