

Doomsday Engine - Bug #319

Use key doesn't work in heretic

2006-07-29 11:14 - ashridah

Status: Closed	Start date: 2006-07-29
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description While playing heretic with a recent subversion HEAD build, the use key fails to have an effect, regardless of what the use key is set to. The control panel's "show scancode" option clearly shows that doomsday is registering the keypress occurring, it just doesn't seem to trigger the ingame event. Additionally, if jumping is turned on, the jump key works exactly once, and then fails to respond. These bugs do not occur in jdoom with doom1 or doom2's wad file. Labels: jHeretic Gameplay	

History

#1 - 2006-07-29 11:14 - ashridah

jheretic config file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/6d216c6a/6ddb/attachment/jheretic.cfg

#2 - 2006-07-29 17:24 - danij

Logged In: YES
user_id=849456

This is a known issue and one which has already been fixed. I will be committing the fix to the repository soon.

For now you should use the officially released 1.9.0-beta4 source package.

We cannot guarantee that the latest code in the SVN HEAD will be suitable for day to day use.

#3 - 2006-07-30 07:04 - yagisan

Logged In: YES
user_id=1248824

G'day Dani. I wasn't aware this was a known issue, as I had ashridah trying out some of my changes when he noticed this bug. It was at my directions he filed a bug on it.

#4 - 2006-07-31 16:00 - danij

Logged In: YES
user_id=849456

Not a problem Yagisan, I'm happy to see that all known bugs are being documented :)

The only reason I didn't submit a bug report myself is because the bug only exists in the current SVN HEAD version and not in any official releases.

#5 - 2006-07-31 23:53 - danij

Logged In: YES
user_id=849456

Fixed in SVN [3439].