Doomsday Engine - Bug #431

Strange keys in the console

2007-03-01 19:24 - mercury13_kiev

Status:	Closed	**Start date:**	2007-03-01
Priority:	Low	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta5		

Description

WinXP

PgUp = move to the very top
PgDn = move to the very bottom
Sh+PgUp = 2 lines upper
Sh+PgDn = 2 lines lower

It would be better when PgUp/PgDn = 2 lines upper/lower, and with shift - move to the top/bottom

Labels: Console

History

#1 - 2007-03-09 15:13 - danij

Logged In: YES
user_id=849456
Originator: NO

This isn't a bug. There is already an RFE to allow binding the console controls, once implemented you will be able to change them any way you wish.

#2 - 2007-03-18 14:59 - skyjake

Logged In: YES
user_id=717323
Originator: NO

Actually I rather agree that PgUp should move a couple of lines up instead of to the top. Would be more intuitive that way. And besides, the keys listed by the "help" command are outdated -- e.g., the Insert key.

#3 - 2007-08-07 01:51 - danij

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta6