Doomsday Engine - Bug #464

Strafe button MB2

2007-08-03 01:42 - mugrath

Status:	Closed	**Start date:**	2007-08-03
Priority:	Lowest	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

In the original DOOM's I use Mouse Button 2 to Strafe, and double clicking Strafe (Mouse Button 2) would open doors and trigger buttons. Please look into fixing this.

I am new here but Doom and I go way back. This makes me want to play my old wads and make new ones!

Thank you.

Labels: User Interface

History

#1 - 2007-08-03 02:58 - mugrath

Logged In: YES
user_id=1859458
Originator: YES

I found a fix in the console "ctl-use-dclick 1"