

## Doomsday Engine - Bug #513

### Infine control oversights

2008-04-28 15:16 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-04-28
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Interactive mode oversight/bug.  When entering interactive mode in an infine def, it should prevent all actions from being inputted.  It prevents new actions from being inputted correctly.  However it doesn't stop any actions already in motion when it is activated. If you are holding down a key when you enter interactive mode, the action associated with that key will continue until you depress it.  For instance if you are running and enter interactive mode. As long as you continue to hold the key's down, you will continue to run even while in interactive mode.  <b>Labels:</b> InFine	

#### History

##### #1 - 2008-10-02 10:29 - vermil

A follow up on this. Player movement by mouse isn't disabled while they are in interactive mode.

##### #2 - 2009-01-17 12:27 - vermil

I've got another small thing here, for which I've changed the report title to represent.

With "before map" infine def's, player turning via the mouse and mouse look are not disabled.

The result being that when the map starts, the players initial facing angle can be altered by movement of the mouse during the "before map" infine.