

## Doomsday Engine - Bug #590

### [Controls menu] Delete not possible if key-delete bound

2009-01-15 06:04 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2009-01-15
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
<p>When using the in-game Controls menu to customize the controls, if you deliberately (or even accidentally) change the event bound to key-delete to some other event/control/impulse in the "menu" bindcontext consequently you can no longer delete existing control bindings. Perhaps a special case is needed in the responder?</p> <p>Loosely related to this is the (minor) issue of trying to bind joystick and mouse buttons via the Controls menu which is made a little difficult due to mouse/joystick sensitivity. Perhaps it would be a good idea to momentarily enlarge all axis deadzones whilst awaiting user input in the controls responder?</p>	
<b>Labels:</b> User Interface	

#### History

##### #1 - 2010-05-12 15:02 - eunbolt

this is still a bug

##### #2 - 2012-04-13 06:00 - skyjake

Fixed for 1.9.8. A check was added to the privileged bindings responder that prevents binding Delete in the "menu" or "shortcut" contexts.