

Doomsday Engine - Bug #615

Left Ctrl and "[" are treated as the same key

2009-02-25 22:48 - vermil

Status:	Closed	Start date:	2009-02-25
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		
Description Left Ctrl and "[" are treated as the same key in all games. This isn't a huge issue in Doom where the later isn't bound to anything by default. But in Heretic and HeXen, the "[" key is one of the default bindings to scroll the inventory. Left Ctrl is a default binding for attacking in all games.			
Labels: Gameplay			

History

#1 - 2011-11-21 20:28 - skyjake

(originally posted by anonymous SF.net user)

Workaround: Assign '[' as the firing key, then assign different keys for scrolling inventory. I use ; and ' (semi-colon and single-quote).