Doomsday Engine - Bug #625

Doomsday captures all keypresses

2009-02-27 17:29 - g6672d

Status:	Closed		**Start date:**	2009-02-27
Priority:	Low		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.9.0-beta6			

Description

What I mean is that Doomsday stops other programs from receiving keypresses. So it's impossible to change the system volume via my media keys (kmix), or control an external media player (various), or use any of my window manager bindings (ctwm). Happens while windowed too.

Ctrl+Alt+Backspace still works as does switching terminals via Ctrl+Alt+F#.

I'm suspecting this is a platform-specific issue as it doesn't happen on Windows.

Thanks.

I'm not sure how this should be handled, although other fullscreen games aren't affected in this way.

Labels: Controllers

History

#1 - 2009-11-18 01:38 - danij

I don't think there is anything we can do about this. It sounds like an SDL issue to me.

#2 - 2012-03-24 22:35 - skyjake

Will likely be affected by the improved windowing system integration being prepared in the app-based branch.