Doomsday Engine - Bug #675

Weapon controls wrong selection

2009-04-19 15:11 - vermil

Status:	Closed	**Start date:**	2009-04-19
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		

Description

In Beta6.1, with all controls that switch between two weapons (i.e. the shotgun/db shotgun binding), the game is currently switching to the wrong one if you have both.

For instance, if you have both the fists and chainsaw, pressing the fist/chainsaw button should go to the chainsaw first. However in Beta6.1 it goes to the fists.

This affects the fist/chainsaw and shotgun/db shotgun controls in Doom and the staff/gauntlet's control in Heretic.

Labels: Gameplay

History

#1 - 2009-05-02 13:51 - danij

Fixed in svn for 1.9.0-beta6.2