

Doomsday Engine - Bug #881

Controls UI show/hide menu reassign bcontext mismatch

2010-03-31 13:41 - danij

Status: Closed	Start date: 2010-03-31
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description Deleting the key assignments for 'show/hide menu' in the 'controls' menu and reassigning the default 'Esc'-key binds the key to the 'game:' instead of the 'shortcut:' context; as a consequence, one cannot exit menus with a single key stroke.	
Labels: User Interface	

History

#1 - 2011-01-26 11:45 - skyjake

Fixed for Beta 6.9.