

Doomsday Engine - Bug #1042

[Windows] Alt key and console activation

2012-05-15 08:16 - vermil

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| Status: New | Start date: 2012-05-15 |
| Priority: High | % Done: 0% |
| Assignee: | |
| Category: Defect | |
| Target version: 3.0 | |
| Description Pressing the Alt Key randomly seems to stop the Console activation key from working. Once the console activation key has stopped working, it randomly seems to start working again after pressing the Alt Key. Apologies for the simple explanation. | |
| Labels: Controllers | |
| Related issues: | |
| Related to Bug #1041: [Windows] Pressing Alt/AltGr key confuses turning | New 2012-05-15 |
| Related to Feature #1886: Use SDL 2 for window management, display modes, col... | In Progress 2014-10-20 |

History

#1 - 2012-07-11 11:27 - skyjake

If you change the console activation key to some other key, does it affect this?

#2 - 2013-10-22 14:54 - skyjake

- Tags set to *Windows, Input*
- Subject changed from *[Win32] Alt key and console activation* to *[Windows] Alt key and console activation*
- Category set to *Defect*

#3 - 2015-03-13 08:58 - skyjake

- Target version deleted (*1.9.8*)

#4 - 2015-03-13 08:58 - skyjake

- Related to Feature #1886: *Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input added*

#5 - 2017-04-03 14:46 - skyjake

- Target version set to *Input and game controllers*

#6 - 2018-07-29 16:47 - skyjake

- Target version changed from *Input and game controllers* to *3.0*

#7 - 2019-11-29 23:06 - skyjake

- Assignee deleted (*daniij*)