

Doomsday Engine - Feature #1217

Controls for all supported games adjusted at the same time

2003-06-30 20:12 - droyd

Status: New	Start date: 2003-06-30
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Input and game controllers	
Description It's really annoying to change the controls for every game (hexen, heretic, doom) It should be possible to adjust certain settings (strafe, forward, left, right...) for all 3 games at the same time: There should be a switch available in the config AND controlsmenu which allows to do it for the running game (Hexen, heretic, doom), OR for the whole engine (all games) Settings that are applicable for the whole engine should be marked by a brighter colour It should be possible to do this for settings like smooth camera movement, sound volume etc as well... Remember that the user somehow needs to have this as an option by using the switch(a switchbutton switching between doomsday/hexen logo, or any active game) You could add the loge in the game dll A better way then a switch button is more then welcome I just can't think of one right now Labels: User Interface	
Related issues:	
Related to Feature #1162: Global engine configuration	Closed 2003-05-26
Related to Feature #1449: Setup bindings/controls via taskbar UI	Progressed 2007-06-07

History

#1 - 2003-07-02 18:11 - skyjake

Logged In: YES
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There will be no 'common' controls for all the games at this time. Perhaps later, when a common menu system is in place, this would be a feature to think about. Right now it would be too much work for too little benefit.

The latter part of the request is related to RFE 743562.

#2 - 2016-08-09 10:37 - skyjake

- Related to Feature #1449: Setup bindings/controls via taskbar UI added

#3 - 2016-08-09 10:47 - skyjake

- Target version set to Input and game controllers