

## Doomsday Engine - Feature #2184

### Keyboard navigation: bindable controls

2016-11-20 14:46 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-11-24
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Input and game controllers		
<b>Description</b>			
The controls for UI navigation should be bindable in the "deui" context, so that controllers other than the keyboard can be used.			
<b>Related issues:</b>			
Related to Feature #2286: Editing all global Doomsday key bindings		<b>New</b>	<b>2018-10-12</b>
Follows Feature #2131: Keyboard navigation		<b>Closed</b>	<b>2015-11-23</b>

### History

#### #1 - 2016-11-20 14:46 - skyjake

- Due date set to 2015-11-24
- Start date changed from 2016-11-20 to 2015-11-24
- Follows Feature #2131: Keyboard navigation added

#### #2 - 2016-11-20 14:48 - skyjake

- Target version set to Input and game controllers

#### #3 - 2019-11-29 22:51 - skyjake

- Related to Feature #2286: Editing all global Doomsday key bindings added