

Doomsday Engine - Feature #2286

Editing all global Doomsday key bindings

2018-10-12 19:45 - skyjake

Status: New	Start date: 2018-10-12
Priority: Normal	% Done: 0%
Assignee: skyjake	
Category: Enhancement	
Target version: 3.0	
Description Currently there is a popup for setting the console shortcut key, but Doomsday has other global key bindings that should be exposed and editable via the GUI. In practice, though, global bindings need to be saved to a separate .cfg file so they can be configured without a game being loaded / aren't game-specific.	
Related issues:	
Related to Feature #1407: Customizable console keys	Progressed 2006-07-31
Related to Feature #2184: Keyboard navigation: bindable controls	New 2015-11-24 2015-11-24

History

#1 - 2019-11-29 16:35 - skyjake

- Related to Feature #1407: Customizable console keys added

#2 - 2019-11-29 22:51 - skyjake

- Related to Feature #2184: Keyboard navigation: bindable controls added