

## Doomsday Engine - Bug #881

### Controls UI show/hide menu reassign bcontext mismatch

2010-03-31 13:41 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2010-03-31
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> 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.	
<b>Labels:</b> User Interface	

#### History

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

Fixed for Beta 6.9.