"Page Map Down" binding

Posted by pop - 03 Oct 2014 17:50

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I can't bind the "page map down" command properly. Whenever I press the designated key, the game scrolls one paage UP instead.

Any ideas?

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Re: "Page Map Down" binding

Posted by KGB - 07 Oct 2014 11:43

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So just to be clear you are editing the keys.w3 file right? Can you post your copy of that here.

KGB

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Re: "Page Map Down" binding

Posted by pop - 07 Oct 2014 13:07

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I do, yes. It's a small problem so don't lose your sleep over it :] I thought it might be a common issue or something. Seems pretty straightforward:

LEFT - Scroll Map Left

RIGHT - Scroll Map Right

UP - Scroll Map Up

DOWN - Scroll Map Down

a - Page Map Left

d - Page Map Right

w - Page Map Up

s - Page Map Down

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Re: "Page Map Down" binding

Posted by KGB - 07 Oct 2014 23:38

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Does the up and down work correctly?

If nothing else, I'd just swap the 's' and 'w' key bindings so that even if they look strange they do what you want.

KGB

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Re: "Page Map Down" binding

Posted by pop - 07 Oct 2014 23:47

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UP and DOWN do work properly. I just mapped "wad" for page scrolling and "s" for scrolling one tile at a time. Takes some time getting used to but it's a very minor thing.

thx for help

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