

CocoMUD client - Feature #113

Joypad for macros

10/25/2017 09:12 AM - Moritz Wolfart

Status: Open	% Done: 0%
Priority: Normal	
Assignee: Vincent Le Goff	
Category:	
Sprint/Milestone:	
Description Hey hey! I really would love the feature to use a joypad for macros. Is this possible?	

History

#1 - 10/25/2017 01:52 PM - Vincent Le Goff

- Assignee set to Vincent Le Goff

I believe this is. Forgive my ignorance, when you say "joypad", you mean an external device that you plug into your computer? The current system we have to create macros (just enter the key) is really straightforward. However, bugs have been reported. in particular by users with a different keyboard than the US English I use to code. I believe an external device would generate key codes that the client could intercept, although perhaps not in the same way the current keys are used in macros. But it seems the current system needs to be changed anyway, for better or worse.

#2 - 10/25/2017 01:59 PM - Moritz Wolfart

No problem!
A gamepad could be for example a Playstation or Xbox-Controller.
And i think, there would be no problems with different systems.
It's only an idea!