

AOZ Studio Beta - Bug #612

Modifier keys are not being assigned properly for Joystick emulation.

12/17/2020 11:19 AM - Brian Flanagan

Status: New	Start date: 12/17/2020
Priority: Low	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 1:00 hour
Target version:	
Affected version: Beta 2	
Description For example: JoyKey "left","ControlLeft" JoyKey "right","ControlRight" ...should work, however, the control keys are being combined, so the two are not distinguishable. The same problem exists for ShiftLeft, and ShiftRight, etc.	