

# Re: Anti-gaming Behaviour of Keyboard Driver

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*Source:* <http://linux.derkeiler.com/Mailing-Lists/Debian/2008-05/msg01811.html>

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  - *Date:* Tue, 20 May 2008 02:38:48 -0700 (PDT)
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On May 19, 12:40 pm, "Dmitryi & Elf" <[sidhecha...@xxxxxxxxxxxxxxxxxx](mailto:sidhecha...@xxxxxxxxxxxxxxxxxx)> wrote:

Actually the problem is more straightforward. Quake locks key input when [Control] is pressed. That key is bound to fire, so until the fire action is released, the game won't recognise any new keypresses. Looks like scancodes get modified with [Control], and the game can't recognise them as valid bindings.

A different key bound to +attack fixes it, but still, this is a bug in the three Quake ports installed.

Uhm...in my case I don't think it's the same issue. For some reason I can't strafe backwards; this is, the combination of backpedal+strafe works, but it doesn't get any more input, so I can't jump. I thought it was a limitation of my keyboard...

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