

## CentrED - Feature #5

### Cursor Movement

08/14/2009 08:37 PM - Andreas Schneider

<b>Status:</b>	Closed	<b>Start date:</b>	08/14/2009
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Andreas Schneider	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.5		
<b>Description</b>			
As mentioned on the forum, a keyboard based cursor movement would be nice to have.			

#### Associated revisions

**Revision 93:3a7e7f14dedd - 12/07/2009 04:26 PM - Andreas Schneider**

- Added Keyboard movement to oglGameWindow (fixes #5)

#### History

**#1 - 12/07/2009 09:36 PM - Andreas Schneider**

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

Applied in changeset [r93](#).

**#2 - 12/11/2009 01:49 AM - Andreas Schneider**

- Status changed from *Resolved* to *Closed*