

## Ryzom - Bug # 1002

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	OS: Mac
<b>Created:</b>	07/05/2010	<b>Assignee:</b>	
<b>Updated:</b>	07/05/2010	<b>Due date:</b>	
<b>Subject:</b>	Shortcut key mapping for french layouts.		
<b>Description</b>	On french keyboard layouts, short cut key names do not match the symbol actually printed on the key.		

### History

#### #1 - 07/05/2010 04:52 pm - kerval

That's the same case on Windows so I don't think it should be fixed :)

Edit: ok it seems like it's a bug under Mac OS X :)

#### #2 - 07/05/2010 05:12 pm - vl

No, it's not the same on windows :)

On Windows, when I press 'M' key on my french keyboard, it displays the map.

On Mac, I have to press ',' key on my french keyboard to displays the map.

#### #3 - 07/05/2010 05:16 pm - rti

i think it is a general problem how nel/ryzom handles key events.

if the default ryzom short cut mapping for the spell bar would not be 1,2,3 for french layouts, the implementation could be way easier imho. WASD has a special french equivalent too, why not the spell bar?