

## Re: What a pity [Oblivion]

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*Source:*

<http://newsgroups.derkeiler.com/Archive/Comp/comp.sys.ibm.pc.games.rpg/2006-03/msg03408.html>

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- *From:* Knight37 <[knight37m@xxxxxxxxxx](mailto:knight37m@xxxxxxxxxx)>
  - *Date:* 31 Mar 2006 15:48:10 GMT
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john.dsl@xxxxxxxxxxxx (John Lewis) once tried to test me with:

Aanother obvious concession is the 8-limit for the hot-keys.  
Only 8 directions on the Xbox360 D-pad. Expect a mod (or even a patch from Bethesda ) to fix that on the PC version.

Yes, this would be nice if they expanded it to allow any key be a hotkey or at least all of the number keys. It would also be nice if you could actually tell what spell was active by the icon. All the fire-related spells have the same icon, so I can't tell if I've got a touch fire spell activated, a fireball, or my spell to make the bad guys more susceptible to fire spells. They all have the same icon.

I hope these things can be fixed with a mod or that bethesda will add these features.

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Knight37 - <http://knightgames.blogspot.com>

Once a Gamer, Always a Gamer.

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