

Ryzom - Bug # 1056

Status:	New	Priority:	Normal
Author:	rti	Category:	Input: Mouse
Created:	08/05/2010	Assignee:	
Updated:	08/08/2012	Due date:	
Subject:	X11: Setting mouse position when showing mouse after FreeLook		
Description			
<p>In FreeLook mode, the mouse is hidden and the position is reset to 0.5/0.5 after every move (raw mode emulation on X11). When the FreeLook mode ends and the mouse shows up again, the old position (before hiding the mouse) should be restored.</p> <p>This works well if the mouse is only hidden for ~0.5sec. It works as well if the mouse stays hidden for ~5sec.</p> <p>But it does not work, if the mouse is hidden for like 2sec and not moved! It shows up at 0.5/0.5 then.</p>			

History

#1 - 01/29/2011 09:36 am - Qantourisc

rti,

Also addressing this bug in #1245, I'd create a separate patch file but it would conflict with the patch in #1245.

#2 - 08/08/2012 12:10 pm - kaetemi

- Category changed from Client: General to Input: Mouse