

Ryzom - Bug # 1347

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|---|---|------------------|--------------|
| Status: | New | Priority: | Normal |
| Author: | Potlatch | Category: | Input: Mouse |
| Created: | 08/20/2011 | Assignee: | |
| Updated: | 08/08/2012 | Due date: | |
| Subject: | Stop grabbing the mouse pointer at startup, at least in window mode | | |
| Description | | | |
| Hi, | | | |
| Well, i'm not really sure it qualifies as a bug. Still each time I startup ryzom client in window mode, it grabs the mouse pointer and put it somewhere else. I find it quit annoying and don't see the purpose of it in the window mode. | | | |
| Official client on Ubuntu 10.04 | | | |
| Best regards. | | | |

History

#1 - 08/20/2011 12:43 pm - kerval

Do you talk about the mouse changing position while loading the game after selecting your character ?

If yes, that's a known "bug" even under Windows.

"Grabbing the mouse" is the fact the OS is refusing the cursor to leave the window, I suppose it isn't that the problem ?

The mouse grabbing only occurs when pressing the left button to rotate camera.

#2 - 08/21/2011 02:11 am - Potlatch

Indeed, I was refering about the mouse changing position. It seems to appear 2 times: when you get prompted to enter your password and after selecting your character.

#3 - 08/22/2011 08:13 am - nimetu

- File mouse-fix-hack.diff added

kerval wrote:

Do you talk about the mouse changing position while loading the game after selecting your character ?

If yes, that's a known "bug" even under Windows.

culprit is the excessive use of SetMouseFreeLook() and setMousePos(x,y) functions.

As I have multiple monitors and it was driving me mad, did some trial-error commenting.

On linux, this works just fine.

<http://ballisticmystix.net/temp/mouse-fix-hack.diff>

#4 - 08/08/2012 12:01 pm - kaetemi

- Category set to Input: Mouse

Files

| | | | |
|---------------------|--------|------------|--------|
| mouse-fix-hack.diff | 2.8 kB | 08/22/2011 | nimetu |
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