

Ryzom - Bug # 917

Status:	Closed	Priority:	Normal
Author:	rti	Category:	Client: General
Created:	05/19/2010	Assignee:	vl
Updated:	08/01/2010	Due date:	
Subject:	Ryzom Client - X11 Free Look and Cam Look support (Patch included)		
Description			
<p>Hi.</p> <p>This is a patch to enable Free Look and Cam Look on X11.</p> <p>The problem was, that on Windows the mouse is switching in some Direct Input Game Device mode when enabling Free Look to not have to handle window borders. It just receives "raw" mouse events. The unix event emitter does not create such events, it only creates CEventMouseMove.</p> <p>Snowballs handles this by resetting the mouse position to 0.5, 0.5 after every update. This way it gets just the mouse move relative to the middle of the window and never hits window / desktop borders.</p> <p>I implemented it in a similar way in the Ryzom client. The "Fake Raw Mode" is enabled on X11 just like the Direct Input Raw Mode on Windows.</p> <p>It works with and without Hardware Mouse, inverted or not.</p> <p>The slider in "Game Configuration - Mouse - Free Look - Head Speed" is working. The Head Acceleration not.</p> <p>I added a hard-coded value in user_controls.cpp line 475. This is the multiplier to get the mouse speed at a reasonable level. The mouse speed value should be retrieved from X11 / the desktop environment in the future. I added a "TODO". Would be nice to have some kind of X11 Input Driver implementing an interface here.</p>			

History

#1 - 05/19/2010 09:12 am - kervala

Thanks a lot for the patch :)

#2 - 05/19/2010 09:28 am - vl

- Assignee set to vl

#3 - 05/19/2010 09:28 am - vl

- Status changed from New to Assigned

#4 - 05/19/2010 11:10 am - vl

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r190.

#5 - 05/28/2010 05:24 pm - vl

- Status changed from Resolved to Closed

#6 - 08/01/2010 02:28 pm - kerval

- Target version set to Version 0.8.0

Files

ryzom_client_x11_free_look_cam_look.patch	4.5 kB	05/19/2010	rti
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