Ryzom - Bug # 945

Status:	Closed	Priority:	Low
Author:	rti	Category:	Client: General
Created:	05/28/2010	Assignee:	vl
Updated:	05/28/2010	Due date:	
Subject:	Ryzom Client - mouse click events do not respect mouse position (Patch included)		

Description

I came across this issue while implementing a Cocoa EventEmitter.
Sending a mouse click event with a certain mouse position did not place the click at the given position. The mouse position the interface knows of was only updated using mouse move events. I only realized this since mouse move is currently not working using Cocoa. :) So, with a fully functioning EventEmitter, this issue is hidden. But I think it is cleaner to update the mouse position on click as well.

History

#1 - 05/28/2010 03:58 pm - vl

- Status changed from New to Assigned

- Assignee set to vl

- Target version set to Version 0.8.0

#2 - 05/28/2010 05:19 pm - vl

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r232.

#3 - 05/28/2010 05:25 pm - vl

- Status changed from Resolved to Closed

Files

ryzom_client_mouse_click_event_use_mouse_position.patch	1.3 kB	05/28/2010	rti