

Ryzom - Feature # 972

Status:	Closed	Priority:	Normal
Author:	rti	Category:	NeL: General
Created:	06/09/2010	Assignee:	rti
Updated:	08/13/2010	Due date:	
Subject:	Do not reset mouse position to implement FreeLook		
Description	<p>Resetting the mouse position to 0.5 / 0.5 is not a clean way to prevent reaching window / desktop borders.</p> <p>On Windows, there are raw events provided by direct input.</p> <p>A similar thing should be possible on X11 using <code>setCapture()</code>, on Mac using <code>CGGetLastMouseDelta(CGMouseDown* deltaX, CGMouseDown* deltaY)</code>.</p>		
Related issues:	related to Ryzom - Feature # 947: NeL/Ryzom: Run natively on Mac OS X using C... Closed 05/29/2010		

History

#1 - 06/10/2010 11:50 am - rti

- Assignee set to rti

- % Done changed from 0 to 10

The cleanest way would be to implement `IMouseDevice` for X11 and Cocoa.

But this is not the aim here :) ... just make the unix event emitter and the cocoa event emitter fire `CGDMMouseMove` events.

#2 - 06/10/2010 10:51 pm - rti

Ok. I made some good progress here. But I really had to make some deep changes to archive that.

The big problem is, that only the Direct Input Mouse implementation emits `CGDMMouseMove`. The normal event emitters don't do.

On Mac and Linux, there are no mouse device implementations, only the event emitters. The behavior can be emulated if the event emitters create `CGDMMouseMove` events with the movement delta, instead of `CEventMouseMove`. This has to be enabled and disabled. On windows, the mouse device gets a call to switch to raw mode, so on Mac and Linux the event emitters need a method to enable a raw mode emulation.

What I had to change:

The event emitter got a new function `emulateMouseRawMode(bool)`. Ok, that was easy.

But the switching to raw mode it done by the client, which only uses the `u_driver` interface. So this one needs this function as well. The driver interface is implemented by `driveruser`, so this one - as well - needs that function.

What do you think? Is that ok?

#3 - 06/11/2010 03:01 pm - rti

Ok. I implemented it like mentioned above.

On X11 there is still the pulling back to 0.5, 0.5 (which seems to be common practice)... But now it is handled by the `unix_event_emitter` and not by the client... This way, several `#ifdef PLATFORM's` disappeared from the client code. On Mac OS, the delta provided by the mouse event is used.

#4 - 06/11/2010 04:22 pm - rti

- *Status changed from New to Resolved*

- *% Done changed from 10 to 100*

Applied in changeset r324.

#5 - 06/11/2010 04:34 pm - rti

- *Target version set to Version 0.8.0*

#6 - 06/11/2010 08:42 pm - kervalala

Applied in changeset r330.

#7 - 06/11/2010 09:00 pm - kervalala

Applied in changeset r331.

#8 - 08/13/2010 05:44 pm - rti

- *Status changed from Resolved to Closed*