

Ryzom - Bug # 1057

Status:	Closed	Priority:	High
Author:	Naush	Category:	OS: GNU/Linux
Created:	08/05/2010	Assignee:	kervalala
Updated:	11/11/2012	Due date:	
Subject:	X11 Key auto repeat		
Description			
Under X11 event for keyPress / keyRelease are send continuously until key release.			
You can observe this behavior using 'INSERT' key in game.			

History

#1 - 08/05/2010 08:49 am - kervalala

Thanks a lot for reporting :)

#2 - 08/05/2010 02:19 pm - kervalala

- Status changed from *New* to *Assigned*
- Assignee set to *kervalala*
- Priority changed from *Normal* to *High*

#3 - 08/05/2010 02:24 pm - kervalala

- Status changed from *Assigned* to *Resolved*
- % Done changed from *0* to *100*

Applied in changeset r602.

#4 - 08/05/2010 02:25 pm - kervalala

- Target version set to *Version 0.8.0*

I fixed the returning key not identical for KeyPress and KeyRelease so it fixes the Keypad 0 key :)

#5 - 08/26/2010 07:36 pm - kervalala

- Status changed from *Resolved* to *Closed*

#6 - 10/13/2010 01:38 pm - kervalala

- Status changed from *Closed* to *Assigned*

This issue is still present when we are pressing and releasing other keys after pressing the 0.

It seems like setting `_PreviousKey` is not enough.

#7 - 10/13/2010 01:38 pm - kerval

- % Done changed from 100 to 90

#8 - 10/14/2010 09:01 am - kerval

I noticed 2 things with X11:

- When you let 2 keys pressed at once, only 1 KeyPress event is sent
- When you release 1 key after pressing 2 at once, no KeyPress event is sent anymore

I have to compare this behavior with windows one and fix that.

#9 - 10/14/2010 01:45 pm - kerval

- Status changed from Assigned to Resolved

- % Done changed from 90 to 100

Applied in changeset r927.

#10 - 11/05/2010 03:18 pm - kerval

- Status changed from Resolved to Closed