

## Ryzom - Bug # 1183

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	Input: Mouse
<b>Created:</b>	11/09/2010	<b>Assignee:</b>	
<b>Updated:</b>	08/08/2012	<b>Due date:</b>	
<b>Subject:</b>	NeL receives mouse move events, even if the app is not active		
<b>Description</b>			
<p>This happens only in fullscreen mode.</p> <p>Events are even reported, if the mouse is moving over another window, so they get reported "through" the other window.</p> <p>To fix this, NeL need to know whether the application is currently active or not. Currently, this is not implemented on Mac.</p>			

### History

#1 - 08/08/2012 12:09 pm - kaetemi

- Category changed from OS: Mac to Input: Mouse