

## Ryzom - Bug # 1347

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Potlatch	<b>Category:</b>	Input: Mouse
<b>Created:</b>	08/20/2011	<b>Assignee:</b>	
<b>Updated:</b>	08/08/2012	<b>Due date:</b>	
<b>Subject:</b>	Stop grabbing the mouse pointer at startup, at least in window mode		
<b>Description</b>			
Hi,			
Well, i'm not really sure it qualifies as a bug. Still each time I startup ryzom client in window mode, it grabs the mouse pointer and put it somewhere else. I find it quit annoying and don't see the purpose of it in the window mode.			
Official client on Ubuntu 10.04			
Best regards.			

### History

#### #1 - 08/20/2011 12:43 pm - kerval

Do you talk about the mouse changing position while loading the game after selecting your character ?

If yes, that's a known "bug" even under Windows.

"Grabbing the mouse" is the fact the OS is refusing the cursor to leave the window, I suppose it isn't that the problem ?

The mouse grabbing only occurs when pressing the left button to rotate camera.

#### #2 - 08/21/2011 02:11 am - Potlatch

Indeed, I was refering about the mouse changing position. It seems to appear 2 times: when you get prompted to enter your password and after selecting your character.

#### #3 - 08/22/2011 08:13 am - nimetu

- File mouse-fix-hack.diff added

kerval wrote:

*Do you talk about the mouse changing position while loading the game after selecting your character ?*

*If yes, that's a known "bug" even under Windows.*

culprit is the excessive use of SetMouseFreeLook() and setMousePos(x,y) functions.

As I have multiple monitors and it was driving me mad, did some trial-error commenting.

On linux, this works just fine.

<http://ballisticmystix.net/temp/mouse-fix-hack.diff>

#4 - 08/08/2012 12:01 pm - kaetemi

- Category set to Input: Mouse

**Files**

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mouse-fix-hack.diff	2.8 kB	08/22/2011	nimetu
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