

## Doomsday Engine - Bug #1731

### Click to focus window also closes top-most taskbar dialog/popup (Windows only?)

2014-02-26 02:31 - danij

<b>Status:</b> Rejected	<b>Start date:</b> 2014-02-26
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b> skyjake	
<b>Category:</b> Minor detail	
<b>Target version:</b>	
<b>Description</b> Steps to reproduce: <ol style="list-style-type: none"><li>1. Open the taskbar</li><li>2. Navigate to any of menu dialogs (e.g., Renderer Settings)</li><li>3. Use Alt+Tab to switch focus to another application/desktop</li><li>4. Use a mouse click to re-focus on Doomsday</li></ol> On performing the last step, the window is focused as expected, however the current top-most dialog/popup is closed.	
<b>Related issues:</b> Related to Bug #1730: Failure to close taskbar dialogs/popups with click outside <b>Closed</b> <b>2014-02-26</b>	

#### History

##### #1 - 2014-02-26 19:30 - skyjake

- Assignee set to skyjake

##### #2 - 2014-04-22 19:08 - skyjake

- Status changed from New to Rejected

Use a mouse click to re-focus on Doomsday

Clicking inside the Doomsday UI? AFAIK, this is normal Windows UI behavior: windows do not get focus first and react on subsequent clicks; they always react and get focus as a side effect. One can click on the window title bar, or the icon in the task bar, to give focus to the window without sending a click event to the window contents.

As such I don't see a bug in the current behavior.

##### #3 - 2014-04-22 19:45 - danij

Precisely. The bug is that this behavior is **not** replicated.