

Doomsday Engine - Bug #1780

Refocusing window creates duplicate MP dialog (mouse click handled by game menu)

2014-04-24 10:46 - vermil

Status:	Closed	Start date:	2014-04-24
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Defect		
Target version:			
Description			
If one switches to another window while Dday's MP gui is open, a duplicate of the MP gui is created on top of the old one, when one refocuses on the Dday window.			
It is repeatable; every time one refocuses another duplicate is created, so one can end up having to close several duplicates.			

History

#1 - 2014-04-24 10:47 - vermil

Also, I'm not sure the info about the estimated ping is correct. It always seems to estimate 0 even when it's clearly not 0 in the actual game.

#2 - 2014-04-24 10:49 - skyjake

- Subject changed from *Refocusing window creates dupilicate mp dialog* to *Refocusing window creates duplicate MP dialog*
- Category set to *Defect*
- Status changed from *New* to *In Progress*
- Assignee set to *skyjake*
- Target version set to *1.14.1*

#3 - 2014-04-24 12:05 - skyjake

vermil wrote:

Also, I'm not sure the info about the estimated ping is correct. It always seems to estimate 0 even when it's clearly not 0 in the actual game.

Yeah, ping estimation is not working correctly. We'll remove the whole "ping: xxx" line from the server info for 1.14.1. Bug added as [#1781](#).

#4 - 2014-04-25 19:18 - skyjake

vermil wrote:

when one refocuses on the Dday window

To clarify:

- This is Windows 7/8?
- Fullscreen, maximized or normal window?
- You are doing nothing except Alt-Tabbing between windows, or how are you refocusing the Doomsday window?

#5 - 2014-04-25 22:56 - vermil

Apologies for the lack of detail. It only seems to occur when the MP GUI is opened from the game menu (i.e not the taskbar).

When one refocuses the Dday window by clicking the mouse on it, Doom's menu select sound is heard and a duplicate MP GUI is opened.

#6 - 2014-04-25 22:59 - vermil

Curiously though, it doesn't appear to occur anymore (I had upgraded from a 1.14 unstable to 1.14 and since this report was made to a 1.15 unstable).

#7 - 2014-04-26 11:30 - skyjake

- Status changed from *In Progress* to *Closed*
- Target version deleted (*1.14.1*)

Marking closed for now, let's see if it resurfaces after 1.14.1.

#8 - 2014-04-26 11:31 - skyjake

- *Subject changed from Refocusing window creates duplicate MP dialog to Refocusing window creates duplicate MP dialog (mouse click handled by game menu)*