

Doomsday Engine - Bug #1892

Window incorrectly sized when display mode changes during startup (random)

2014-10-28 16:26 - danij

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|---|-------------------------------|
| Status: Closed | Start date: 2014-10-28 |
| Priority: Normal | % Done: 100% |
| Assignee: danij | |
| Category: Regression | |
| Target version: | |
| Description sonicdoommario wrote: This is an issue I have had since the 1.15 unstable builds. Sometimes, when starting Doomsday, I notice that the loading screen is off the center of the screen, which causes the entire game to be off-center. The only two ways I can get around this is to either press F11 twice (to turn off and then re-enable fullscreen) or to close and reopen Doomsday and hope the issue goes away. If this is a video card/driver-related issue, I have an NVIDIA GeForce GTX 660 Ti, with the latest driver on it. If desktop and game resolution is a problem, I run my desktop at 1920x1080 and Doomsday at 1280x1024. - See the original report in the Tech Support for more details: http://dengine.net/forums/viewtopic.php?f=7&t=1901 | |

Associated revisions

Revision 9d17c402 - 2014-11-15 17:35 - skyjake

libgui: Window state management behavior improvements

Fixes the Windows-only problem where a fullscreen window would randomly use the previous display resolution as its size after a mode change.

IssueID #1892

History

#1 - 2014-10-28 16:52 - danij

- Category changed from Defect to Regression

- Target version set to 49

#2 - 2014-10-28 16:53 - danij

- Tags changed from Client, UI, WindowManager to Client, UI, WindowManager, Windows

#3 - 2014-11-03 14:17 - skyjake

- Assignee set to skyjake

#4 - 2014-11-08 19:40 - skyjake

I can definitely reproduce this. It is random in nature, so it most likely relates to the behavior of the Canvas during/after display mode switch. This might be fixable by adding some strategically positioned delays in the window/display mode setup.

I wouldn't rule out a bug in Qt 5 QGLWidget's fullscreen behavior, though, as this has worked reliably in Qt 4 (?).

#5 - 2014-11-10 18:20 - skyjake

- Subject changed from UI widgets misplaced if changing display mode during startup to Window incorrectly sized when changing display mode during startup (random)

#6 - 2014-11-15 17:37 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

#7 - 2014-11-15 17:37 - skyjake

I'm fairly certain this is now fixed, thanks to a slight delay before showing a window as fullscreen. Needs more extensive testing.

#8 - 2014-11-17 13:11 - sonicdoommario

Tried this several times with the new build, looks fine on my end...

#9 - 2014-11-17 20:05 - skyjake

- Status changed from Resolved to Feedback

- Assignee changed from skyjake to danij

#10 - 2015-01-04 17:01 - skyjake

- Subject changed from Window incorrectly sized when changing display mode during startup (random) to Window incorrectly sized when display mode changes during startup (random)

#11 - 2015-02-06 10:40 - skyjake

- Status changed from Feedback to Closed

#12 - 2015-06-08 10:47 - skyjake

- Target version deleted (49)