

Doomsday Engine - Bug #1915

Click-to-focus also handled as UI click

2014-11-28 11:31 - vermil

Status:	Feedback	Start date:	2014-11-28
Priority:	Lowest	% Done:	0%
Assignee:	Deng Team		
Category:	User experience		
Target version:	Input and game controllers		
Description			
When one clicks on the Dday window to focus on it, that click is incorrectly interpreted by Dday as an action.			

History

#1 - 2015-02-02 11:48 - skyjake

- Tags set to UI, Input, WindowManager
- Category set to User experience
- Priority changed from Normal to Low

#2 - 2015-02-13 10:17 - skyjake

It would help if you describe the exact steps to reproduce this issue.

#3 - 2015-03-07 03:38 - danij

- Status changed from New to Feedback

I cannot replicate this on my Windows 7 dev system. As skyjake pointed out, it would be very helpful to know the steps you are taking.

#4 - 2015-03-07 03:43 - danij

- Subject changed from Focusing Dday window is interpreted as an in game action to Click-to-focus also handled as UI click
- Status changed from Feedback to New
- Priority changed from Low to High

Further testing shows there is indeed an issue here - if one clicks to focus a presently unfocused window, while the taskbar UI is active then the same click is also handled as UI click (leading to accidentally closing menus, changing settings, etc...).

Interestingly, the same does not occur if one is presently in-game - with game-pause-focuslost 0, a click-to-focus does not lead to the player firing their weapon (with the default bindings).

#5 - 2015-11-24 19:17 - skyjake

- Status changed from New to Feedback
- Assignee set to Deng Team
- Priority changed from High to Lowest

#6 - 2017-04-03 14:05 - skyjake

- Target version set to Input and game controllers