

Doomsday Engine - Bug #1946

after exiting, the scroll wheel on mouse gets messed on os x 10.9.5

2015-01-17 09:47 - MadSc1

Status:	Rejected	Start date:	2015-01-17
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
<p>MBP early 2011 thunderbolt, os x 10.9.5.... I have played doom original, tnt, plutonium, ultimate DM, and after I exit.... When I try to scroll down with my mouse scroll wheel it no workie... All os applications. Yes, this only happens after I quit a Doomsday Engine game... The only way I have been able to get my mouse scroll working again is to restart my mac holding shift , for the safe mode thing which fixes permissions and some preferences and yada.... If I just restart normally the behavior of the scrolling stays the same=wonky. . . The scroll down I noticed first, I think it works a little at first... it seems like it progressively gets worse when you use it .. AND very quickly ... like there is some ceiling threshold that keeps reducing a max value on either side of a zero... The funny part is , that when I try to scroll ,, the actual scroll bar on the side of the window appears as though it tries to scroll a notch and then gets pushed back a notch back to its original location... it kinda makes webpages oscillate in place... wobble, wobble. I have toggled all the buttons I could think of in system preferences... I am currently studying app development, so I even went to the extend of reading a bunch of apple developer documents. Chasing the mouse functionality down to NSEvent(object?), and found that DeltaY is the 'scroll Y axis' function ... There is code as an example, but I quickly found how little I know about Obj-C=nadataall >>> Then I tried to manually change a plist string, or a defaults.... But I haven't seen a way to actuate the settings without restarting.. yet ... I have not spent days ... but I have done a bit of work. I am hoping that someone can enlighten me with a command line script / or even a obj-c compile script I can figure out how to execute which will reset my user defaults or the pertinent class or however you say it... A.K.A = reset my mac mouse preferences, like (delete com.apple.*.plist), etc... At least just for now... My mind says, This app was able to change it in someway, so there must be a way to do this without restarting... finding the correct thingy.... yea,, thats the thing... I like playing Doom ,, as a break while learning app development, but its a pain when my scroll stops>>> caz then I have to close all my apps to get it back.. if you have done any code development or any big projects u know what I am saying..... closing a mass amount of custom scripts & experiments & documents is not a task one would opt for ... I looked at the QT frameworks so I could maybe contribute or at least try a newer release,, but I really should finish out C and python before I start something else Btw ,, yes I can scroll with the arrow keys+ pgdwn+up+home+end , and grabbing the scroll bar with the mouse works fine too fyi . + plugging usb mouse into different usb port=no ... I think thats it ...</p>			

History

#1 - 2015-01-18 10:15 - skyjake

- Tags changed from Mouse, scroll, OS, X, Mavericks, DeltaY, Quit, Exit to Mac

- Status changed from New to Rejected

#2 - 2015-01-18 10:15 - skyjake

I'm sorry but this really doesn't sound like a problem specific to Doomsday. We don't change the mouse/trackpad settings in any way, just receive events via Qt. I have also never heard of a similar problem occurring with any other Mac.

Perhaps a backup and clean install of OS X would be in order?