

Doomsday Engine - Bug #239

Console not closed when Control Panel opened

2005-07-02 16:10 - skyjake

Status: Closed	Start date: 2005-07-02
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta1	

Description

When the console is open and Shift-Esc is pressed, the console should close and the control panel should appear.

Currently the control panel appears, but the console doesn't close. It remains on the screen, obscuring the control panel.

Labels: Console

History

#1 - 2005-07-03 02:48 - danij

Logged In: YES
user_id=849456

Perhaps another Mac/Linux specific bug? This behaviour doesn't exist under XP anyway...

#2 - 2005-07-03 03:18 - zachkeene

Logged In: YES
user_id=1103163

Possibly. I'm getting this on Linux as well.

#3 - 2005-07-03 11:45 - skyjake

Logged In: YES
user_id=717323

In previous versions, the console was not closed when the panel was opened, but it was hidden. I seem to recall that if the console was open when the panel was opened with Shift-Esc, the console was still there when the panel was closed with another Shift-Esc.

But now the console is drawn over the panel (i.e., Doomsday UI). I believe it was one of Dani's changes that prevented Con_Ticker from being called when the UI is active. The console is now ticking always, and is closed explicitly when the UI is activated.