

Doomsday Engine - Bug #312

mouse problem

2006-07-24 00:54 - davaloscarlo

Status: Closed	Start date: 2006-07-24
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	
Description At a certain point while playing jDoom the mouse becomes uncontrollable and moves round at about 1 fps. Basically u can't do anything at all that is bound to the mouse. Problem seems permanent. I uninstalled Doomsday (completely deleting the folder as well) and reinstalled. Everything went back to normal for a few maps and then it reoccured. Before I uninstalled Doomsday however, I uninstalled (final)Doom from my HD and reinstalled it but the problem persisted, if that is of any help. Labels: Controllers	

History

#1 - 2006-07-25 06:19 - skyjake

Logged In: YES
user_id=717323

Please, tell me more about your computer: what kind of mouse are you using? Does it have any special drivers? What is your operating system? Does the mouse work correctly after every time you have started jDoom, but then stop working after some period of time?

So far this problem has only been reported by you, so it seems a bit of an isolated incident.

#2 - 2006-07-25 09:21 - davaloscarlo

Logged In: YES
user_id=1560673

The mouse I am using is a microsoft optical mouse.

It does not have any special drivers.

My operating system is Windows XP.

Like I said the problem is permamnent. In order to have a working mouse again I have to uninstall and reinstall Doomsday (so if I quit and reload without having uninstalled and reinstalled the mouse does not work from the start).

I shall however install Doomsday on my labtop and see if the problem occurs there, and let you know.

If it doesn't then maybe it is just a problem with my other computer.

#3 - 2006-07-25 20:30 - davaloscarlo

Logged In: YES
user_id=1560673

ok I tried it on my labtop and as soon as i start a new game it crashes. That said version 1.86 worked fine and pretty much had installed since it came out.

My labtop is a compaq.

OS: windows XP.

Mouse: same one as before (microsoft optical), no special drivers.

Video card: ATI Mobility Radeon 7500. This is what I think is causing the crash on my LT: old video card/drivers that cannot be updated. But I maybe wrong.

(Heads up, my video card on my pc is Geforce 6800, just an extra piece of info that I did not mention in my previous follow up).

Conclusion: if I am right about the old video drivers on my LT, then I was not able to test the mouse on my other computer, sorry.

#4 - 2006-07-27 00:53 - danij

Logged In: YES
user_id=849456

I am posting this on behalf of scopic at the forums (see <http://forums.newdoom.com/showthread.php?t=30908#8>):

I had this same problem after I installed Doomsday 1.9 Beta 4. It occured while I was playing Ultimate Doom so I gave up and began to play Hexen. It happened again while I was playing Hexen but only when I pressed the right buttons.

I find that if you're sprinting, and attacking at the exact same time it'll lock up. I've been able to re-create this glitch a couple of times while fixing it in this method. If it locks up on me I just take an extra second to tap sprint, and attack at the same time.

Hopefully that helps as it has helped me resolve my problem in Doom.

#5 - 2006-08-01 20:40 - davaloscarlo

Logged In: YES
user_id=1560673

Yeah well it looks like this is a bug and hpefully will be fixed in future installments of Doomsday.

#6 - 2006-08-06 15:00 - skyjake

Logged In: YES
user_id=717323

Does the mouse filtering cvar have any effect on the problem? (input-mouse-filter) Try different settings: 0, 1, 2.

#7 - 2006-12-23 13:03 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=1675416
Originator: NO

I have noticed this bug while playing Doom2 and is does indeed look as if the mouse data is only read once per second.

In the configuration file:
C:\Program Files\Doomsday\Snowberry\runtime\jDoom.cfg

336 Mouse input polling frequency (events per second). 0=unlimited.
337 input-mouse-frequency 1

Resetting the value to 100 corrects the problem for my system, as follows:

337 input-mouse-frequency 100

#8 - 2007-08-07 02:07 - danij

Logged In: YES
user_id=849456
Originator: NO

For Doomsday 1.9.0-beta6 the input device event system and binding mechanism has been replaced completely. I'll close this item as obsolete but if the problem persists, feel free to re-open it.