

Doomsday Engine - Bug #1025

[X11] Jerky mouse movement

2012-04-14 11:38 - vvv1

Status: Closed	Start date: 2012-04-14
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.8 Candidate	
Description Since the beginning of QT merge, turning left/right and looking up/down with the mouse has become too jerky. No problem with keyboard. Mouse cursor moving in control panel has become jerky too. I suppose, the reason in mouse polling interval.	
Labels: Controllers	

History

#1 - 2012-04-13 14:19 - skyjake

I have no system running Linux/X11 with accelerated OpenGL natively so I need help with testing this. I've committed a change that uses the Qt mouse move events received by the game view instead of trying to track the absolute mouse pointer position. Could you see how it performs compared to the earlier implementation?

#2 - 2012-04-15 14:54 - skyjake

Also, bear in mind that mouse filtering is presently completely absent; re-implementing a filter for the movement will smooth out any small stutters.

#3 - 2012-04-15 14:55 - vvv1

I've tested ge74cc22. But nothing changed.

#4 - 2012-04-15 19:10 - skyjake

Please try commit 444257d, any difference?

#5 - 2012-04-17 09:02 - vvv1

Now it's fixed. Thanks.