

openQA Project - action #13816

mouse_hide not working when called between X restarts

2016-09-19 14:36 - coolo

Status:	Resolved	Start date:	2016-09-19
Priority:	Normal	Due date:	
Assignee:	mkittler	% Done:	0%
Category:	Concrete Bugs	Estimated time:	0.00 hour
Target version:	Milestone 9		
Difficulty:			
Description			
mouse_hide sets the cursor to a fixed position, but qemu ignores that if the position is the same position it thinks the cursor is already in (a glitch in their translation between absolute coordinates used by VNC and relative moves used by hardware). So mouse_hide will not do what we expect if the cursor moved to the middle of the screen by means of software.			
Either we explicitly tell the test that we expect the mouse to have moved e.g. by a hardcoded mouse_set 300, 300 - or we generally tweak mouse_hide to do 2 moves. But that has the downside of possibly triggering UI actions in corners. So I suggest to do something special in special cases			
Related issues:			
Related to openQA Project - action #13756: mouse_hide seems to not work anymore		Rejected	2016-09-16

History

#1 - 2016-09-19 14:40 - okurz

- Related to action #13756: mouse_hide seems to not work anymore added

#2 - 2017-01-17 17:02 - okurz

- Target version set to Milestone 6

#3 - 2017-02-21 07:48 - okurz

- Target version changed from Milestone 6 to Milestone 7

#4 - 2017-05-23 06:40 - okurz

- Target version changed from Milestone 7 to Milestone 9

We had some issues within M7 which were of higher prio (and I guess all of them have been introduced by ourselves) that no one followed on with this. I am not even sure if it would happen during M8 so I will move to M9

#5 - 2017-07-26 14:02 - mkittler

- Assignee set to mkittler

#6 - 2017-07-26 14:33 - mkittler

- Status changed from New to Feedback

So I assume <https://github.com/os-autoinst/os-autoinst/commit/330fa1625c1e3193975c08c8425e5f3ac2bbe7a1> is not sufficient?

Is there any example test case available which restarts X? I just don't want to reinvent the wheel to reproduce the issue.

#7 - 2017-11-17 11:00 - coolo

- Status changed from Feedback to Resolved

No news is good news here