

VRSpace.org - Bug #77

Fix default focus and "constant motion" effect within Coolkirky world

06/12/2021 02:26 PM - Sean O'Sullivan

Status:	Closed	Start date:	06/12/2021
Priority:	High	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
When I launch that world (at least via direct link) ..			
1 - the focus is not initially on the VR experience; I need to click on the screen (to set focus) to get the keypad to register			
2 - if I press a direction arrow, eg up-arrow, and then release it .. it remains in "constant motion". I can switch off by clicking mouse on screen then pressing key again. (and other similar losing-focus behaviours)			
3 - there's a space at the top of the screen .. see https://share.getcloudapp.com/NQuorxB5 .. I am guessing it's related to the points above, but I may be wrong.			
Would be superb to fix by Monday please, if at all possible, when these guys may be reviewing .. thanks in advance!			

History

#1 - 06/13/2021 02:35 PM - Josip Almasi

1 - fixed

2 - can't reproduce. There's chance that babylonjs folks messed it up, they occasionally do mess up this or that. So I switched from using overnight build to stable one, just in case.

3 - have you heard of unicode #FEFF, zero-width non-breaking space? I don't know how or why, but microsoft tools (e.g. notepad) insert it here and there. Removed.

#2 - 06/13/2021 02:36 PM - Josip Almasi

- Status changed from New to Resolved

#3 - 10/15/2021 10:32 AM - Josip Almasi

- Status changed from Resolved to Closed