

[FL-9] Camera Jitters	
Status:	To Do
Project:	Flashlight
Components:	Gameplay, Graphics
Affects versions:	Alpha

Type:	Bug	Priority:	Medium
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Unresolved	Votes:	0
Labels:	Camera, GameComponent		
Environment:	Windows OS		

Description

Camera jitters when moving and rotating upon first few uses. Unclear if it is a camera movement/rotation problem or a problem with graphics- as the problem goes away when MultiSampling is increased to 16.

[FL-7] Game Objects Local Transform Rotation on X and Z Issue	
Status:	To Do
Project:	Flashlight
Components:	Gameplay
Affects versions:	Alpha

Type:	Bug	Priority:	Low
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Unresolved	Votes:	0
Labels:	GameObject, Input, Transform		
Environment:	Windows OS		

Description

The rotation for a game objects local transform is not working correctly. Object rotates fine on its local Y axis, but when rotating on the local X or Z axis, the object becomes skewed and doesn't actually rotate, but more shrinks in and out of view.

[FL-6] Textures Getting Created Twice

Status:	Done
Project:	Flashlight
Components:	Graphics
Affects versions:	Alpha

Type:	Bug	Priority:	Low
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Resources, Textures		
Environment:	Windows OS		

Description

The textures get created twice, and copies are created of Texture objects when creating a new Mesh on the heap. Not so much a bug but could become one if we don't implement something to control this – maybe a resource manager. Need to only create textures once and keep the ID's stored somewhere- return ID when we want to access a texture. (Implement a Load function instead of loading the texture in the constructor!!)

Comments

Comment by Kim Kane

SOLVED

Implemented Resource Manager (singleton class) to handle all in-game resources.

Storing textures in a container which now checks if they exist before adding and if texture already exists, we just return the ID of the texture.

[FL-5] Input - Controller Axis & Movement Issues	
Status:	Done
Project:	Flashlight
Components:	Gameplay
Affects versions:	Alpha

Type:	Bug	Priority:	Medium
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Controller, Input		
Environment:	Windows OS PS4 Controller PS3 Controller		

Description

Issues with the Input class – Axis rotation and movement needs to be looked at. Maths is wrong in the camera class possibly, & too many 'if' if else statements when checking for axis input. Needs to be cleaned up and find a better way to check for axis movement.

Comments

Comment by Kim Kane
SOLVED Maths classes were fine it was the values being passed in and the implementation I was using at the time that was incorrect. Controller axis and movement working perfectly so far. Removed if statements and encapsulated in to one function.

[FL-4] Invalid Operation Error - Uniforms

Status:	Done
Project:	Flashlight
Components:	Performance
Affects versions:	Alpha

Type:	Bug	Priority:	Medium
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Shaders, Uniforms		
Environment:	Windows OS		

Description

Invalid operation appears if we forget to call AddUniform before setting a uniform. This error message isn't clear- ideally want to check if uniform exists in the map first before setting anything and output a message like "Uniform not found in map, retrieve uniform from shader first by calling AddUniform:" uniformName and then return false

Comments

Comment by Kim Kane

SOLVED

Now searching if uniform exists before setting it
And also checking if shaders have been created successfully and storing the number of shaders when linking the program, so we can also check a shader exists before setting or getting anything

[FL-3] Camera Flips	
Status:	Done
Project:	Flashlight
Components:	Gameplay
Affects versions:	Alpha

Type:	Bug	Priority:	Medium
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Camera, GameComponent		
Environment:	Windows OS		

Description

Camera flips - if you go to the top of the player (so you're in birdseye view, looking down on to the players head) and press the down key to move camera down, the camera flips. Need to implement a lock feature or use quaternions

Comments

Comment by Kim Kane

SOLVED

Now using quaternions

[FL-2] SetPosition() Function does not attach Flashlight to Target

Status:	Done
Project:	Flashlight
Components:	Graphics
Affects versions:	Alpha

Type:	Bug	Priority:	Medium
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Lighting		
Environment:	Windows OS		

Description

Problem when trying to set a flashlight, attaching it to the camera and making it follow the camera.

GetPosition works, as it outputs the x,y and z pos of camera in debug window. However for some reason the SetPosition of the spotlight doesn't seem to work. Think it has something to do with the PointLight and the way it is being passed in possibly.

Comments

Comment by Kim Kane

SOLVED

Passed value by reference

[FL-1] Exception Thrown When Controller Attached	
Status:	Done
Project:	Flashlight
Components:	Performance
Affects versions:	Alpha

Type:	Bug	Priority:	Highest
Reporter:	Kim Kane	Assignee:	Kim Kane
Resolution:	Done	Votes:	0
Labels:	Exception		
Environment:	Windows OS PS4 controller PS3 controller		

Description

Log("[INPUT] Shutting down controller: ", SDL_JoystickName(m_controller));
 This line throws an exception in the log file. When a controller is attached (tested with 1 PS4 controller and 2 PS3 Controllers attached) and you click and highlight the debug window, then close the X in the game window and press enter in debug window an exception is thrown.
 Possibly due to calling Shutdown function in the switch statement in the event poll?
 case SDL_QUIT:

```
{ m_windowClosed = true; ShutDown(); break; }
```

OR could be because we're passing in a pointer to the Log class, or it can't find the name of the joystick?

Comments

Comment by Kim Kane

SOLVED

Forgot to add if (m_controller) before deleting controller in shutdown function, so it was deleting a nullptr effectively.