

Emulator - Emulator Issues #12272

QT: Bugs with right clicking on game in list

09/21/2020 01:29 AM - ZephyrSurfer

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: No	Fixed in:
Description	
Game Name?	
N/A	
Game ID? (right click the game in the game list, Properties, Info tab)	
N/A	
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
N/A	
What's the problem? Describe what went wrong.	
Right clicking on a game in the gamelist multiple times can launch the game. (Right clicking on a game in the gamelist twice without moving the issue should perform no action)	
Right clicking on a game in the gamelist sometimes only flashes the display of the menu briefly before disappearing.	
What steps will reproduce the problem?	
Set a game directory with games. Right click on one the titles multiple times and observe behaviour. Compare this to DolphinWX.	
The issue with the game launching happens infrequently and I assume it's a problem with clicking the borders of the right click context menu that appears.	
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.	
Yes, 5.0-12665	
Is the issue present in the latest stable version?	
No, Dolphin 5.0 ran on wxWidgets.	
If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds and anyone who is building Dolphin on their own can use git bisect.)	
N/A	

If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>

N/A

What are your PC specifications? (CPU, GPU, Operating System, more)

i7-8750H
GTX 1060
Windows 10
8GB DDR4

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

Not that I can think of, unless this isn't reproducible outside windows or something.

History

#1 - 09/21/2020 01:30 AM - ZephyrSurfer

(Right clicking on a game in the gamelist twice without moving the cursor should perform no action)

#2 - 09/21/2020 11:43 AM - Miksel12

Right clicking/spamming on iso based games (iso, wbfs, gcx, rvz) doesn't seem to do anything but wad files eventually start, and even when not starting, right clicking on a wad file seems to update the dolphin file structure with the log entries:

```
42:25:309 Common\FileUtil.cpp:207 I[COMMON]: CreateFullPath: path E:/Documenten/Dolphin Emulator/Wii/
42:25:309 Common\FileUtil.cpp:211 I[COMMON]: CreateFullPath: path exists E:/Documenten/Dolphin Emulator/Wii/
42:25:310 Common\FileUtil.cpp:469 I[COMMON]: DeleteDirRecursively: E:/Documenten/Dolphin Emulator/Wii/tmp
42:25:310 Common\FileUtil.cpp:244 I[COMMON]: DeleteDir: directory E:/Documenten/Dolphin Emulator/Wii/tmp
42:25:310 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:313 Common\FileUtil.cpp:174 I[COMMON]: CreateDir: directory E:/Documenten/Dolphin Emulator/Wii/tmp
42:25:313 Core\IOS\FS\HostBackend\FS.cpp:221 I[IOS_FS]: Creating a default entry for /tmp
42:25:313 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:316 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:319 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:322 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:326 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:328 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:331 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:334 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:337 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:340 Common\FileUtil.cpp:271 I[COMMON]: Rename: E:\Documenten\Dolphin Emulator\Wii\fst.bin.xxx --> E:/Documenten/Dolphin Emulator/Wii/fst.bin
42:25:342 Common\FileUtil.cpp:402 I[COMMON]: ScanDirectoryTree: directory E:/Documenten/Dolphin Emulator/Wii/import
42:25:352 Common\FileUtil.cpp:402 I[COMMON]: ScanDirectoryTree: directory E:/Documenten/Dolphin Emulator/Wii/title/00010001/574b5445/content
```