

OpenMW - Bug #4191

"screenshot saved" message also appears in the screenshot image

11/06/2017 02:27 PM - Randy Davin

Status:	Closed	Start date:	11/06/2017
Priority:	Normal	% Done:	100%
Assignee:	Andrei Kortunov		
Category:	GUI		
Target version:	openmw-0.44		
Reproducibility:	Random	Severity:	Normal
Operating system:	Other		

Description

The bug does not happen consistently. The only way to test this is by taking many screenshots in various locations (make sure the message disappears first), indoors and outdoors, and then check the screenshots in your openmw folder.

I am not sure what is causing this, even tried with different framerates, different computers with different specs, and different in-game settings.

Although, it seemed that the bug occurs more often (in my case) when screenshot was taken indoors rather than outdoors.

Associated revisions

Revision b277b838 - 01/02/2018 11:52 AM - Andrei Kortunov

Display the 'Screenshot saved' message after the screenshot saving (bug #4191)

Revision dba071f8 - 01/08/2018 10:12 AM - Andrei Kortunov

Remove the 'Screenshot saved' message (bug #4191)

History

#1 - 11/06/2017 06:43 PM - Miloslav Číž

Should we hide the messages in all screenshots? I.e. if you take two consecutive screenshots, the second one will have the message displayed by taking the previous one - if you take many screenshots in a row, you will have messages in them, which could be unwanted. Should we therefore just make all screenshot messages not be rendered in screenshots?

#2 - 11/06/2017 07:29 PM - scrawl .

The randomness here is probably a threading conflict, i.e. the screenshot is randomly taken of either the last frame or the current frame. If you run with `OSG_THREADING=SingleThreaded` the behavior should be consistent.

Should we hide the messages in all screenshots? I.e. if you take two consecutive screenshots, the second one will have the message displayed by taking the previous one - if you take many screenshots in a row, you will have messages in them, which could be unwanted. Should we therefore just make all screenshot messages not be rendered in screenshots?

Yeah, that sounds like a good idea. Or just remove the message all together - the momentary stutter that taking a screenshot typically produces should be indication enough.

#3 - 11/06/2017 07:32 PM - Randy Davin

Should we therefore just make all screenshot messages not be rendered in screenshots?

If we cannot find a way to hide the message from the screenshot consistently, I think we should just remove it completely. Or if someone prefers to have the message shown, we can make an option to do so in settings.cfg.

#4 - 11/07/2017 12:43 AM - Chris Robinson

I don't see why messages shouldn't be included in the screenshots by default. These messages include dialog subtitles and script messages that inform the player about something, and if a player wants to capture a specific message, not having them in screenshots would be confusing and annoying. Excluding messages from screenshots can also be an issue when we add post-processing shaders since some shaders will apply after the UI is drawn, so getting a screen copy of everything except messages means it will need to be copied before the UI is finished rendering and thus before those post-process shaders are applied.

#5 - 11/07/2017 07:12 AM - Randy Davin

- File screenshot011.jpg added
- File screenshot012.jpg added

The f11 key, which toggles the presence of HUD could be handy in this situation. Unfortunately, even when I disabled HUD, the screenshot message still shows up in the image after taking screenshot.

#6 - 11/14/2017 10:51 PM - Alexei Dobrohotov

- Category set to GUI

#7 - 01/02/2018 11:58 AM - Andrei Kortunov

- Status changed from New to Resolved
- Assignee set to Andrei Kortunov
- Target version set to openmw-0.44
- % Done changed from 0 to 100
- Operating system changed from Windows to Other

#8 - 01/09/2018 03:28 PM - Alexei Dobrohotov

- Status changed from Resolved to Closed

Solution: the message was removed.

Files

screenshot011.jpg	267 KB	11/07/2017	Randy Davin
screenshot012.jpg	269 KB	11/07/2017	Randy Davin