

Figure - Bug #115810

测试 Test-ST # 114575 (New): V5.0功能测试票

测试 Test-ST # 114579 (New): GameMode

【AF】【EVT】【游戏模式】在游戏中，打开游戏模式里的消息列表后，其左上角区域点击不生效

2023-02-02 19:39 - 物联网测试组_CDTs 段小刚

Status:	CLOSED	Start date:	2023-02-02
Priority:	Normal	Due date:	2023-02-10
Assignee:	CD TEST-方永红	% Done:	100%
Category:	CD-FW	Estimated time:	0.00 hour
Target version:		Found Version:	FlatBuild_HH_VX1_MCE_FSE.M.R.user.01.00.0071.X
Need_Info:	TEST	Degrated:	No
Resolution:	FIXED	Verified Version:	FlatBuild_HH_MCE_FSE.M.D.user.01.00.C101.202303
Severity:	Normal	Fixed Version:	2023-02-17
Reproducibility:	Every time	Root cause:	Android12的新特性，会对不信用点击事件进行拦截
Test Type:	IT		
Description			
【前提条件】			
1、设备的游戏模式已打开			
2、安装大型游戏【王者荣耀】			
【测试步骤】			
1、打开 游戏			
2、点击 游戏模式工具栏的 ‘ 消息弹幕 ’			
3、点击游戏左上角的 返回键			
【预期结果】			
3、成功返回			
【实际结果】			
3、点击不生效			
【复现率】			
3/3			

History

#1 - 2023-02-02 19:40 - 物联网测试组_CDTs 段小刚

我分析应该是 打开消息弹幕后 其展示来访消息的幕布列表将其游戏画布遮挡住了，所以导致其左上角的点击无法生效

#2 - 2023-02-07 10:19 - CD FW-程天颖

- Status changed from New to RESOLVED

- % Done changed from 0 to 20

- Root cause set to Android12的新特性，会对不信用点击事件进行拦截，穿透消息弹幕的点击事件不被信任导致点击事件失效，把游戏模式加入信任名单后，点击事件则正常进行。

■ Current conclusion

代码已提交

■ My analysis

Android12的新特性，会对不信用点击事件进行拦截，穿透消息弹幕的点击事件不被信任导致点击事件失效，把游戏模式加入信任名单后，点击事件则正常进行。

■ Next action

入库代码

#3 - 2023-02-07 10:34 - CD FW-程天颖

- Status changed from RESOLVED to ASSIGNED

#4 - 2023-02-08 20:02 - CD FW 曹覃刚

- Due date set to 2023-02-10

#5 - 2023-02-17 18:20 - IoT scm

Gerrit Merge Information :

ID	Project	Branch	Uploader
179705	general/platform/frameworks/native	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	tianying.cheng@thundersoft.com
AF:GameMode: Fix the problem of touch when game mode bullet screen onTC-RID: 1201-0204808IssueID: TS-R-BUG-115810Change-Id: Id44a13611bc698a007bbf6b8ed39247db456bef8			

#6 - 2023-02-17 18:32 - CD FW-程天颖

- Status changed from ASSIGNED to RESOLVED

- Assignee changed from CD FW-程天颖 to 物联网测试组_CDTS 段小刚

- % Done changed from 20 to 100

- Resolution changed from -- to FIXED

- Degrated changed from -- to No

- Fixed Version set to 2023-02-17

■ Current conclusion

代码已入库

■ My analysis

Android12的新特性，会对不信用点击事件进行拦截，穿透消息弹幕的点击事件不被信任导致点击事件失效，把游戏模式加入信任名单后，点击事件则正常进行。

■ Submit Url

<https://dev.thundercomm.com/gerrit/c/general/platform/frameworks/native/+/179705>

#7 - 2023-02-28 14:14 - CDTS_TEST 王成

- Assignee changed from 物联网测试组_CDTS 段小刚 to CD TEST-方永红

#8 - 2023-03-03 18:51 - CD TEST-方永红

- Status changed from RESOLVED to VERIFIED

- Verified Version set to FlatBuild_HH_MCE_FSE.M.D.user.01.00.C101.202303030144

3.3

验证通过

#9 - 2023-03-03 18:52 - CD TEST-方永红

- Status changed from VERIFIED to CLOSED

Files

screen-20230202-112522.mp4	10.2 MB	2023-02-02	物联网测试组_CDTS 段小刚
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