

Figure - Bug #116302

测试 Test-IT # 111062 (New): V3.0功能测试

测试 Test-IT # 111067 (New): AF-V3.0--Launcher/SystemUI-任务管理器

【AF】【EVT】【任务管理器】打开游戏模式，打开游戏，进入任务管理器页面，从控制中心中关闭游戏模式，游戏进程被结束后，进程卡片未补齐

2023-02-16 14:36 - CD TEST-方永红

Status:	CLOSED	Start date:	2023-02-16
Priority:	Normal	Due date:	2023-03-03
Assignee:	CD TEST-方永红	% Done:	100%
Category:	CD-APP	Estimated time:	0.00 hour
Target version:		Found Version:	FlatBuild_HH_VX1_MCE_FSE.M.R.user.01.00.0075.X
Need_Info:	--	Degrated:	No
Resolution:	FIXED	Verified Version:	FlatBuild_HH_MCE_FSE.M.D.user.01.00.C101.202303
Severity:	Normal	Fixed Version:	2023-03-02
Reproducibility:	Every time	Root cause:	AOSP问题
Test Type:	ST		
Description			
【前提条件】 1、设备正常启动 【测试步骤】 1、打开游戏模式(分辨率设置为720p) 2、打开游戏 3、进入任务管理器页面 4、从控制中心中关闭游戏模式 【预期结果】 4、游戏进程被移除，空白进程卡片补齐 【实际结果】 4、游戏进程被结束后，进程卡片未补齐 【复现率】 3/3			

History

#1 - 2023-02-20 20:27 - CD APP-王营

- Due date set to 2023-02-24

- Status changed from New to ASSIGNED

- Assignee changed from CD APP- 王营 to CD APP- 王宏

#2 - 2023-02-23 15:56 - CD APP-王宏

- % Done changed from 0 to 30

■ Current conclusion

代码已提交

■ My analysis

发现某个动画被取消导致动画结束后的回调未执行。

因此这种被动的被移除的task,我们不采取动画的形式移除，而采用重新绘制

在RecentsView\$mTaskStackListener\$onTaskRemoved()中
mModel.isTaskRemoved(taskKey.id, taskRemoved -> {
if (taskRemoved) {
dismissTask(taskId);
}
});
将dismissTask(taskId); 替换为 reloadIfNeeded(); 重新加载,因为在下拉菜单覆盖下，重新加载不会被用户察觉，
体验感不会受到影响

■ Submit URL

<https://dev.thundercomm.com/gerrit/c/general/platform/packages/apps/Launcher3/+183834>

#3 - 2023-02-24 18:26 - CD APP-王宏
- Due date changed from 2023-02-24 to 2023-03-03

等待小窗调整完成后入库

#4 - 2023-03-01 17:56 - CD APP-王宏
- % Done changed from 30 to 50

■ Current conclusion
代码已提交

■ My analysis
游戏模式在调整后发送广播，提示移除哪些task，我们直接移除相关TaskView,并且补齐

■ Submit URL
<https://dev.thundercomm.com/gerrit/c/general/platform/packages/apps/Launcher3/+183834>
<https://dev.thundercomm.com/gerrit/c/general/platform/vendor/thundercomm/apps/GameMode/+184504>

#5 - 2023-03-01 19:59 - CD APP-王宏
- Status changed from ASSIGNED to RESOLVED
- Assignee changed from CD APP-王宏 to CD TEST-方永红
- % Done changed from 50 to 100
- Resolution changed from -- to FIXED
- Degrated changed from -- to No
- Fixed Version set to 2023-03-02
- Root cause set to AOSP问题

#6 - 2023-03-01 20:01 - IoT scm

Gerrit Merge Information :

ID	Project	Branch	Uploader
183834	general/platform/packages/apps/Launcher3	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	hong.wang_a@thundersoft.com
AF:Launcher:Fix a series of bugs about recent1.fixed Bug #116360 Abnormal display of blank card2.fixed Bug #116305 Bug #116302 When the game mode is			

turned on and off, the problem of card replenishment3.fixed Bug #116309 Bug #116309 The conflict between complete animation and vanishing animationTC-RID: 1201-0205302IssueID: TS-R-DF-116302Change-Id: I042ce19111f9ac1b9dbdb1c4736972616c46c923

#7 - 2023-03-03 18:26 - CD TEST-方永红

- Status changed from RESOLVED to VERIFIED

3.3

验证通过

#8 - 2023-03-03 18:26 - CD TEST-方永红

- Status changed from VERIFIED to CLOSED

#9 - 2023-03-03 18:27 - CD TEST-方永红

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

Files			
Phone-STs40X190078 2023-02-16 14-35-50.mp4	9.43 MB	2023-02-16	CD TEST-方永红