

Figure - Bug #116305

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，打开多个游戏，进入任务管理器页面，从控制中心中关闭游戏模式，只有一个游戏进程卡片被移除

2023-02-16 15:02 - 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(分辨率为720p)			
2、打开多个游戏			
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、所有游戏进程被移除，然后空白进程卡片自动补齐			
【实际结果】			
4、只有一个游戏进程卡片被移除，且进程卡片未补齐			
退出任务管理器后再次进入，所有游戏进程被移除			
【复现率】			
3/3			

History

#1 - 2023-02-20 20:30 - CD APP-王营
- Due date set to 2023-02-23
- Status changed from New to ASSIGNED
- Assignee changed from CD APP-王营 to CD APP-王宏

#2 - 2023-02-23 15:48 - 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 18:27 - CD APP-王宏
- Due date changed from 2023-02-23 to 2023-03-03

等待小窗调整完成后入库

#4 - 2023-03-01 17:57 - CD APP-王宏
- % Done changed from 30 to 50

■ Current conclusion
代码已提交
■ My analysis
游戏模式在调整后会发送广播，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 19:58 - 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
184504	general/platform/vendor/thundercomm/apps/GameMode	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	wujun.wang@thundersoft.com
AF:GameMode: fix game task removeAdd logic to send a broadcast to launcherto remove the game's task.TC-RID: 1201-0204803IssueID:			

#7 - 2023-03-03 18:27 - 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

#8 - 2023-03-03 18:27 - CD TEST-方永红

- Status changed from VERIFIED to CLOSED

Files

Phone-STs40X190078 2023-02-16 15-01-17.mp4	12.2 MB	2023-02-16	CD TEST-方永红
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