

Figure - Bug #117309

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】【VC1】修改帧率至45后，进入部落冲突，帧率先短暂的显示为45后变为30

2023-04-03 16:15 - CD TEST-方永红

Status:	CLOSED	Start date:	2023-04-03
Priority:	Normal	Due date:	
Assignee:	CDTS_Test 吴诗雨	% Done:	100%
Category:	CD-FW	Estimated time:	0.00 hour
Target version:		Found Version:	FlatBuild_HH_MCE_FSE.M.D.user.01.00.C102(X102)
Need_Info:	--	Degrated:	--
Resolution:	FIXED	Verified Version:	
Severity:	Normal	Fixed Version:	2023-04-18
Reproducibility:	Every time	Root cause:	问题原因：部落冲突的游戏中有特殊的设置或
Test Type:	ST		
Description			
【前提条件】			
1、设备已开机			
【测试步骤】			
1、打开游戏模式将修改帧率至45			
2、打开部落冲突			
【预期结果】			
2、帧率为45			
【实际结果】			
2、帧率先短暂的显示为45后变为30			
部落冲突是在应用宝下载的			
30和60帧时可以正常显示			

History

#1 - 2023-04-03 16:16 - CD TEST-方永红

- File 1615.txt added

#2 - 2023-04-04 15:25 - CD FW王武军

【】当前状态

1、确认现象、复现问题

2、问题初步分析

当设置帧率为45时，启动部落冲突的日志信息

03-26 02:17:25.611 1012 1061 I ActivityTaskManager: START u0 {act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] flg=0x10200000
cmp=com.tencent.tmgp.supercell.clashofclans/com.supercell.titan.tencent.GameAppTencent bnds=[1626,680][1926,972]} from uid 10076
03-26 02:17:26.191 2194 4685 I GameMode_ActivityMonitoringService: onActivityLaunch: com.tencent.tmgp.supercell.clashofclans, isGameApp: true
03-26 02:17:26.191 2194 4685 V GameMode_GpuUtils: fps:45
03-26 02:17:26.199 2194 4685 D GameMode_GameModeActionUtils: Show GameMode entry by service!
03-26 02:17:26.201 2194 2194 D GameMode_GameModeService: onStartCommand, type=show_entry
03-26 02:17:26.247 2194 4685 I GameMode_ActivityMonitoringService: [Perf]-current:(com.tencent.tmgp.supercell.clashofclans) performance: handle=125 ,

value=com.tencent.tmgp.supercell.clashofclans%125
03-26 02:17:30.968 2194 2194 D GameMode_GameSettingsObserver: Game Data change!!!! uri =
content://com.thundercomm.gamemode.api/gamemode_settings/gamemode_isgaming
03-26 02:17:30.983 2194 2194 D GameMode_GameModeService: updateGlobalSettings = gamemode_isgaming

上层并未修改帧率值为30，而且查看上层的帧率值还是45。
帧率之所以变化为30，问题应该在底层，需要进一步分析确认问题原因。

#3 - 2023-04-15 18:34 - CD FW王武军

【】当前状态

4月15日进展：

1、上层设置的刷新率，在游戏启动过程中被layer票选的刷新率进行修改，这种场景在游戏模式中是不太恰当，
计划在游戏模式开启时，启动游戏时如果存在layer的票选刷新率想修改当前的刷新率，就进行拦截。
目前已经有一个初步的方案，还需要验证周边和优化。

#4 - 2023-04-17 19:50 - IoT scm

Gerrit Merge Information：

ID	Project	Branch	Uploader
194056	general/platform/frameworks/native	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	wujun.wang@thundersoft.com
AF:GameMode: fix game's refresh rateCheck and update best refresh rate whenthe layer's refresh rate changed.TC-RID: 1201-0204803IssueID: TS-R-BUG-117309Change-Id: I5e420b0459321150b9bd8b2af516cf574ae0ef49			

#5 - 2023-04-17 19:51 - IoT scm

Gerrit Merge Information：

ID	Project	Branch	Uploader
194245	general/platform/frameworks/base	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	wujun.wang@thundersoft.com
AF:GameMode: fix game's refresh rateSet sys.gamemode.on when switch thegameMode state.TC-RID: 1201-0204803IssueID: TS-R-BUG-117309Change-Id: I78fc01cabefd79c069e8a092790c3bcf844c4fa7			

#6 - 2023-04-17 19:51 - IoT scm

Gerrit Merge Information：

ID	Project	Branch	Uploader
194248	general/platform/packages/apps/Settin gs	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	wujun.wang@thundersoft.com

AF:GameMode: fix game's refresh rateSet sys.gamemode.on when turn off/ongameMode state.TC-RID: 1201-0204803IssueID: TS-R-BUG-117309Change-Id: ldc934f88119dd87733313e6738c3f67012e96d5a

#7 - 2023-04-17 19:51 - IoT scm

Gerrit Merge Information :

ID	Project	Branch	Uploader
194247	general/platform/vendor/thundercom/apps/GameMode	Pre_figure_turbox-c2130c-la1.1-qssi12-dev	wujun.wang@thundersoft.com
AF:GameMode: fix game's refresh rateSet sys.gamemode.on when start the game app.TC-RID: 1201-0204803IssueID: TS-R-BUG-117309Change-Id: lbb193c3f17b3f13c155e79af7a885ff9795e6d00			

#8 - 2023-04-17 19:54 - CD FW王武军

- Assignee changed from CD FW王武军 to CD TEST-方永红
- % Done changed from 0 to 100
- Resolution changed from -- to FIXED
- Fixed Version set to 2023-04-18
- Root cause set to 问题原因：
部落冲突的游戏中有特殊的设置或者配置，某一个layer影响了游戏模式设置的帧率，游戏内部修改帧率不符合游戏模式中设置固定帧率的初衷，所以需要进行修改
- 问题处理：
用游戏模式中设置的固定帧率修正游戏内部可能的票选值

#9 - 2023-04-19 19:34 - CDTS_Test 吴诗雨

- Status changed from New to RESOLVED
- Assignee changed from CD TEST-方永红 to CDTS_Test 吴诗雨

验证版本：0419DB
验证情况：修改帧率至45后，进入部落冲突，帧率一直是45

#10 - 2023-04-19 19:34 - CDTS_Test 吴诗雨

- Status changed from RESOLVED to VERIFIED

#11 - 2023-04-19 19:34 - CDTS_Test 吴诗雨

- Status changed from VERIFIED to CLOSED

Files			
Phone-1A221229000001651 2023-04-03 16-10-14.mp4	6.19 MB	2023-04-03	CD TEST-方永红
1615.txt	5.33 MB	2023-04-03	CD TEST-方永红