

Infinity Engine Public Bugs - Bug #23090

[Options UI Interface] Options Interface should have appropriate text descriptions.

04/26/2016 02:21 PM - Richard Hilton

Status:	Closed - Fixed	Start date:	03/15/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:			

Description

1. Open One of the BG:EE Games (BG:EE, BG:SoD, BG2:EE)
2. Click the "Options" button.
3. Click through the Options Interface Screens, clicking on each interface option and noting it's appropriate descriptive text.

Observed

- See below for each game's issues:

BG:EE - No SOD

- BG:EE No SOD Installed - Language
 - Show Subtitles - No Description
- BG:EE No SOD Installed - Game Play -> Auto Pause
 - Character Injured - Same description as Character Hit.
 - Returning from Game Play -> Auto Pause Displays "18042" under the "Difficulty" Slider
 - Returning from Game Play -> Feedback Displays "18042" under the "Difficulty" Slider

BG:EE + SoD

- BG:EE+SoD - Graphics Screen
 - Greyscale on Pause - Shows "Sprite Outline" Description
 - Highlight Selected Sprite - Shows "Sprite Outline" Description
 - Alternative Renderer - Shows "Sprite Outline" Description
- BG:EE+SoD - Language Screen
 - Show Credits - No Description
- BG:EE+SoD - Game Play -> Auto Pause
 - Character Injured - Same description as Character Hit.
 - Returning from Game Play -> Auto Pause Displays "18042" under the "Difficulty" Slider
 - Returning from Game Play -> Feedback Displays "18042" under the "Difficulty" Slider

BG2:EE

- BG2:EE Language
 - Show Credits - No Description
- BG2:EE - Game Play -> Auto Pause
 - Returning from Game Play -> Auto Pause Displays "18042" under the "Difficulty" Slider
 - Returning from Game Play -> Feedback Displays "18042" under the "Difficulty" Slider
- BG2:EE - Graphics
 - Hardware Mouse Cursor - Printing Wrong STRREF
 - Scale User Interface - Printing Wrong STRREF
 - Zoom Lock - Printing Wrong STRREF
 - Sprite Outlines - Printing Wrong STRREF
 - Greyscale on Pause - Prints same wrong STRREF as Sprite Outlines
 - Show Character HP - Prints Wrong STRREF
 - Show Health Bars - Prints Wrong STRREF

Expected

- All Options interface elements should print a descriptive text blurb about what effect it has on the game.

History

#1 - 04/26/2016 02:57 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 05/14/2016 05:08 PM - Mike Finney

Testing with BG1 beta 2.2.66.0 and BG2 beta 2.2.66.0. SOD v 2.1.63.2

BG:EE - No SOD

BG:EE No SOD Installed - Language

Show Subtitles - Confirmed, seems self-explanatory?

BG:EE No SOD Installed - Game Play -> Auto Pause

Character Injured - Shows correct description "Pause whenever a party member is seriously injured (reduced to fewer than 30% Hit POints). Resolved.

Returning from Game Play -> Auto Pause - The description under the Difficulty slider is correct and remains correct. Resolved.

Returning from Game Play -> Feedback - Returning now goes back to the Game Play screen with nothing selected. Resolved.

BG:EE + SoD

BG:EE+SoD - Graphics Screen

Greyscale on Pause - Shows correct description "Enable grayscale effect on pause.". Resolved.

Highlight Selected Sprite - Shows correct description. Resolved.

Alternative Renderer - Shows correct description. Resolved.

BG:EE+SoD - Language Screen

Show Credits - No Description - I don't understand this one. There is not a Show Credits button under Language. There is a Show Subtitles button, seems self-explanatory though?

BG:EE+SoD - Game Play -> Auto Pause

Character Injured - Shows correct description. Resolved.

Returning from Game Play -> Auto Pause - The description under the Difficulty slider is correct and remains correct. Resolved.

Returning from Game Play -> Feedback - Returning now goes back to the Game Play screen with nothing selected. Resolved.

BG2:EE

BG2:EE Language

Show Credits - No Description - I don't understand this one. There is not a Show Credits button under Language. There is a Show Subtitles button, seems self-explanatory though?

BG2:EE - Game Play -> Auto Pause

Returning from Game Play -> Auto Pause - The description under the Difficulty slider is correct and remains correct. Resolved.

Returning from Game Play -> Feedback - Returning now goes back to the Game Play screen with nothing selected. Resolved.

BG2:EE - Graphics

Hardware Mouse Cursor - Shows correct description. Resolved.

Scale User Interface - Shows correct description. Resolved.

Zoom Lock - Shows correct description. Resolved.

Sprite Outlines - Shows correct description. Resolved.

Greyscale on Pause - Shows correct description. Resolved.

Show Character HP - Shows correct description. Resolved.

Show Health Bars - Shows correct description. Resolved.

#3 - 05/16/2016 03:43 PM - Anders Svensson

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

#4 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0