

User Interface - Bug #3570

Web client beeping

05/15/2018 09:37 AM - Sergey Ivanovskiy

Status:	Closed	Start date:	
Priority:	High	Due date:	
Assignee:	Sergey Ivanovskiy	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No	version:	
vendor_id:	GCD		
Description			

History

#1 - 05/15/2018 09:47 AM - Sergey Ivanovskiy

It seems that the root cause of unusual beeping is p2j.screen.js

```
/**
 * Display an error message.
 *
 * @param {string} text
 *       The error text to display.
 */
me.error = function(text)
{
    console.error(text);
    p2j.sound.beep();
};
```

in this usage

```
/**
 * Draw the given list of operations in the specified window. This is a completely different
 * implementation than for ChUI, but we are re-using the message type.
 *
 * @param {byte[]} message
 *       The encoded list of drawing operations.
 */
me.drawRectangles = function(message)
{
    .....
    if (!isExistingWindowId(wid))
    {
        me.error("Cannot draw non-existent window with id " + wid.toString());
        return;
    }
    .....
}
```

There are another cases of p2j.screen.error in p2j.screen.js (28 matches)

```
2,108: me.error("Unknown operation " + type.toString() + "!");
2,112: me.error("Your session is corrupted buddy!");
2,508: me.error("Missing window " + wid.toString() + " in z-order list.");
2,551: // error was already raised
2,752: console.error(e);
```

```

3,041: * @return The created window instance or null on any error.
3,059: * return The created window instance or on any error.
3,065: me.error("Window ids must be non-positive integers.");
3,071: me.error("Cannot create window with id " + wid.toString() + " because it already exists.");
3,127: * @return The created window instance or null on any error.
3,133: me.error("Owner window ids must be non-positive integers.");
3,139: me.error("Owner window with id " + wid.toString() + " must already exist.");
3,178: me.error("Cannot destroy window for id that is not a non-positive integer.");
3,184: me.error("Cannot destroy window with id " + wid.toString() + " because it doesn't exist.");
3,228: me.error("Cannot change sensitivity for window for id that is invalid.");
3,234: me.error("Cannot change sensitivity for non-existent window with id " + wid.toString());
3,256: me.error("Cannot change visibility for window for id that is invalid.");
3,262: me.error("Cannot change visibility for non-existent window with id " + wid.toString());
3,441: me.error("Element " + j.toString() + " in restacking list is invalid!");
3,553: * Display an error message.
3,556: * The error text to display.
3,558: me.error = function(text)
3,560: console.error(text);
3,743: me.error("setCursorPosition() should not be used in GUI!");
3,751: me.error("setCursorStatus() should not be used in GUI!");
3,801: me.error("clear() should not be used in GUI!");
3,854: me.error("Cannot draw window for id that is invalid.");
3,860: me.error("Cannot draw non-existent window with id " + wid.toString());

```

And p2j.logger.js defines this function

```

/**
 * Log an error message.
 *
 * @param {string} text
 * The error text to display.
 */
me.error = function(text)
{
  save(text);
  console.error(text);
  if (p2j.sound)
  {
    p2j.sound.beep();
  }
};

```

that is used by @p2j.canvas_renderer.js (11 matches)

```

206: p2j.logger.error("parseColor() spec must be a string");
212: p2j.logger.error("parseColor() spec must have length of 7");
218: p2j.logger.error("parseColor() spec must start with #");
482: p2j.screen.error("Trying to draw unknown cached image for md5 " + md5 + "!");
760: this.logger.error("Invalid array form of color specification.");
775: this.logger.error("Invalid string form of color specification.");
1,540: this.logger.error("Invalid array form of color specification.");
1,555: this.logger.error("Invalid string form of color specification.");
1,959: * the previously saved context state. It will error out if some sanity checks don't pass.
1,983: this.logger.error("Mismatching translate pop values, expected (" +
1,990: this.logger.error("Out of order translate pop!");

```

#2 - 05/31/2018 03:26 AM - Eric Faulhaber

- *Priority changed from Normal to High*
- *Assignee set to Sergey Ivanovskiy*

Please remove the beeping from all errors EXCEPT those that are fatal to the client process.

#3 - 05/31/2018 04:38 AM - Sergey Ivanovskiy

I would like to remove beep consistently and to leave them only for business logic. The beeping means nothing for the client if it fails accidentally, but error logs are valuable.

What is the branch for these changes?

#4 - 05/31/2018 05:15 AM - Greg Shah

Why not put it in 3565b?

#5 - 05/31/2018 05:15 AM - Greg Shah

- *Project changed from Bugs to User Interface*
- *Start date deleted (05/15/2018)*
- *Status changed from New to WIP*

#6 - 05/31/2018 05:37 AM - Sergey Ivanovskiy

OK. Committed revision 11267 (3565b) removed beep consistently.

#7 - 05/31/2018 12:00 PM - Eric Faulhaber

- *% Done changed from 0 to 100*
- *Status changed from WIP to Closed*

Just tested with this and it is a soothing change :-)