Heading

Working Prototype Known Problems Report
Ez-3D
3DreamTeam
11/30/21

Functions Not Working Correctly

1. **Function:** Example
    a. **Input/action that causes failure:**
    b. **Location of fault (if known):**
    c. **Possible action for removal of fault:**
2. **Function:** Transform Controls
    a. **Input/action that causes failure:** Occasionally, the orbit controls will activate when transforming meshes in the scene
    b. **Location of fault (if known):** unknown
    c. **Possible action for removal of fault:** unknown
3. **Function:** Outliner resize
    a. **Input/action that causes failure:** After making the scene window larger, just hovering over an object in the object list will reset the window size
    b. **Location of fault (if known):** scene-window
    c. **Possible action for removal of fault:** Create a context that keeps the size of the window
4. **Function:** Outliner divider
    a. **Input/action that causes failure:** Sometimes the divider between the ObjList and Model window is invisible
    b. **Location of fault (if known):** Unknown because it shows up when some members run it on their computer
    c. **Possible action for removal of fault:** unknown and strange since we are all using the same browser(Google Chrome)
5. **Function:** Transform Controls
    a. **Input/action that causes failure:**
        i. Input:
            1. Select a mesh in the scene
            2. Change the transformation mode
            3. Deselect it
            4. Select it again and immediately change the mode
        ii. Action
            1. It will stack these transformations and then any mesh manipulation will do for example resize and move at the same time
    b. **Location of fault (if known):** Possibly a transform control bug. Somehow these transformations are stacking and not deactivating all controls except the one that's supposed to be active

      c. **Possible action for removal of fault:** Somehow find a way to deactivate all controls except for the current mode

6. **Function:** Transform Controls
   a. **Input/action that causes failure:** Occasionally, transformation on a mesh in the viewport will change multiple meshes surrounding it
   b. **Location of fault (if known):** unknown
   c. **Possible action for removal of fault:** unknown

7. **Function:** Undo/Redo
   a. **Input/action that causes failure:** Meshes will randomly disappear if the undo/redo key is pressed too quickly consecutively
   b. **Location of fault (if known):** Undo/redo operations
   c. **Possible action for removal of fault:** Not known, setting locks to prevent undo/redos interfering with each other does not solve the problem

8. **Function:** Undo/Redo
   a. **Input/action that causes failure:** Any undo/redo action will set every object's name to Model 1
   b. **Location of fault (if known):** Undo/redo operations
   c. **Possible action for removal of fault:** Find a way to save the names of the models before an undo/redo action