

Various issues with Ion v Hydrogen 2

Friday, September 07, 2012
12:43 PM

I had several major (I'm using the term major to represent hierarchical, not functional) issues .

- 1) After logging off, after creating and arranging some of my action bars (I had simply dragged Blizzard spells or items to the bars) I noticed that my Action Bar 5 (6 x 4) was showing up on my bank toon (Maildrop) (Image C) along with the other bars I created with only the menu bar had any usable buttons -- no problem and about what I expected. When I logged back in to my main character (Draephae) only the Action Bar 1 was displaying any usable buttons. Action Bar 2, Action Bar 5, Action Bar 6, Pet Bar 1, Vehicle Bar 1, Bag Bar, and Menu Bar were all blank (i.e. no buttons assigned nor visible -- it looked like none of the bars had any button counts).

I read up on the Google Group about there being an issue with buttons not displaying and that you should just increase the button count by one and the buttons on the bars would be fixed. I tried that with Action Bar 5 (later) and it didn't work (see #3).

I was able to successfully get my bars set up and stay set up today even with logging on and off -- no changes were made to any WoW component or addon.

- 2) Before I tried that, I did try to delete and recreate Action Bar 2. It looks like information for Action Bar 2 was retained because I would end up with an unselectable bar with empty buttons displaying that I could drop spells or items onto. Once I recreated Action Bar 2, I would get the standard blue highlighting for the newly created AB2, but the "ghost" of the old AB2 would be trapped behind the new AB2 and not necessarily aligned -- i.e. the buttons might be offset. I tried to capture a screenshot when the same thing happened to me today with AB5. See image A.
- 3) Action Bar 5 was originally created as a lateral action bar with 24 buttons and 6 columns (See Image C but on my main toon, Draephae). I was using it as a block to hold my various totems since I couldn't drag the Blizzard Flyout button for the various totem groups. When I had the issue mentioned in #1 above, I tried to increase the number of buttons, but no amount trying would allow me to increase the button count using either the UI interface or the command line interface.

I've come to the conclusion, after testing, that when using the UI you cannot have a bar with more than 12 buttons. I was able to click the < and > controls on the UI, however, the button count would be showing 0 and would stay at 0 if I clicked the > and would sometimes go negative if I clicked the <. I tried the scroll wheel on the mouse and it would only go negative. I was unable to find a textbox to enter the value (as stated in the great documentation Natalie has been working on).

- 4) I have not successfully (for any bar) been able to add buttons with the command line interface. After typing the command ("/ion add" or "/ion add 2") and pressing enter the cursor stays in the edit box. No error is received, it just won't process the command. I am able to successfully use the remove command, however.
- 5) Button Editing doesn't seem to do much other than possibly allowing me to enter a macro. I am unable to set the type of button. All I see when I go into Button Editing mode is "Edit" on the individual buttons (Image D). If I Left-Click, nothing seems to happen (doesn't change button type). If I Right-Click, I get the window to appear that will have the ability to enter or edit a macro, but there's nothing in Action Data or Options (Image E).

- 6) Changing the state on a bar in config mode by Left-Clicking doesn't seem to work. When using the command line `/ion state <state>` (e.g. `/ion state vehicle`), all that happens is that the state used in the command "enable" property is toggled. I don't see any way via the command line to change what state is the "current" state of the "current" bar so that you could setup the correct buttons for each enabled state of the current bar.

Related to this, I have no idea if my Vehicle/Possess bar is going to be setup properly since I can't assign blizzard action IDs to it. Same for the Pet Bar. I can't edit the buttons to change the type to Pet action buttons.

- 7) Framerate does seem to be an issue when I have Ion enabled (see images from FPS Issue below). With Ion enabled, I get 12 to 15 FPS at most. Disabling JUST Ion, I get 45 to 50 FPS (I have my max limited to around 50) in the exact same location.

I read somewhere that someone else was potentially have framerate issues and they felt it was `Data_Store`. So, I went back and enabled Ion and disabled `Data_Store`. I went back down to the 12 to 15 FPS.

I've also attached zip files of various Saved Variable files. These were created after the issue with stuff not reappearing. It does not include the files associated with Images A and B, however. I think I could possibly recreate or walk someone else through recreating, if needed.

I just want to add here (I'll add it in the post as well) -- THANK YOU, MAUL! I have used a number of other bar mods and yours is the best! :D

IMAGE A



IMAGE B

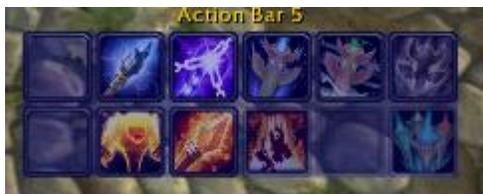


IMAGE C



IMAGE D:

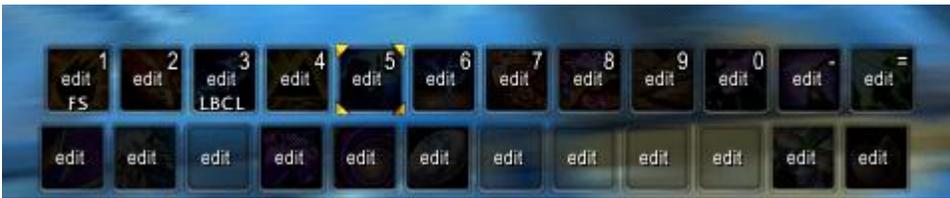


IMAGE E:



Information on my Pet and Vehicle/Possess bars:

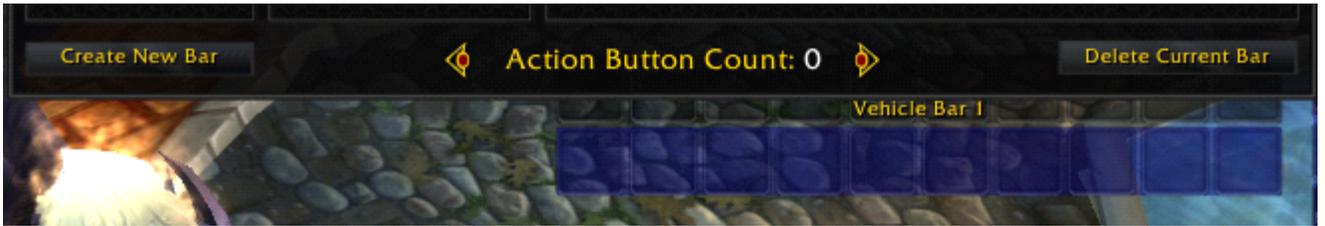






Screen clipping taken: 9/7/2012 12:47 PM





FPS issue:

Ion enabled:



Ion disabled:



Ion re-enabled, Data_Store disabled:

