Controller spamming updates.

03/25/2014 07:43 PM - Shaun Bond

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
<th>Start date:</th>
<th>03/25/2014</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
<td></td>
</tr>
<tr>
<td>Assignee:</td>
<td></td>
<td>% Done:</td>
<td>0%</td>
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<tr>
<td>Category:</td>
<td></td>
<td>Estimated time:</td>
<td>0.00 hour</td>
</tr>
<tr>
<td>Target version:</td>
<td></td>
<td>Spent time:</td>
<td>0.00 hour</td>
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</tbody>
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**Description**

When I mouse over the hud, or the text boxes, the controller seems to spam updates, which slows down the game visibly, due to reloading of sprites.

**History**

#1 - 03/25/2014 07:55 PM - Shaun Bond

Spamming appears to occur when moving mouse from a textbox to the hud. If mouse enters hud from background, or out of window, no update spamming occurs.