

## LinHES - Bug # 963: Menu Screens Left Hand Bracket

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	tscholl	<b>Category:</b>	Packages: Core
<b>Created:</b>	03/26/2014	<b>Assignee:</b>	brfransen
<b>Updated:</b>	03/26/2014	<b>Due date:</b>	
<b>Description:</b>	I almost hate to mention this as it's a cosmetic thing and not a functionality problem.  The left hand side bracket does not follow the selection bar when moving through the menus.		

### History

**03/26/2014 10:18 am - brfransen**

- Status changed from New to Feedback

- Target version set to 8.2

- Category set to Packages: Core

I have seen this occasionally but only when the MythTV Painter is set to QT. By default it should be set to Auto and if your hardware is capable of OpenGL it will use the OpenGL painter. I have never seen the issue when the painter is using OpenGL. Please try setting the painter to Auto and report back.

**03/26/2014 02:16 pm - tscholl**

Britney,

I checked the "MythTV Painter" was set to QT. I changed it to OpenGL and can report the works correctly when set to OpenGL

Thanks

Tim

**03/26/2014 02:17 pm - brfransen**

- Assignee set to brfransen

- Status changed from Feedback to Closed