

Kerbal Space Program - Bug #10571

UI windows sticking during gameplay, no way to open new windows or close open windows

08/22/2016 09:52 AM - OONDERPANTZ

Status:	Acknowledged	Start date:	08/22/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			
Description			
<p>While trying to select fuel tanks to transfer fuel between tanks, occasionally the UI windows will become "jammed"</p> <p>Ones that are already open will not close (no, they are not pinned) and new ones will not open.</p> <p>Any other status windows for clickable items in the UI will not respond to clicks.</p> <p>It may be possible that there is a correlation with the mk1 liquid fuel tank and this problem, since it alm8st always seems to be a mk1 LF tank is the last thing I click on before the UI window system becomes unresponsive.</p>			

History

#1 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged
- % Done changed from 0 to 100