

Kerbal Space Program - Bug #1093

Mouse over detection on astronaut complex inconsistent at certain viewing angles

07/24/2013 02:12 PM - kitoban

Status:	Closed	Start date:	07/24/2013
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

Mouse over detection on astronaut complex inconsistent at certain viewing angles.

Steps:

- use picture to position camera at close to this vantage point
- attempt to click on astronaut complex
- does not click on everywhere you would expect to be able to select it.

History

#1 - 07/24/2013 05:22 PM - Paragon

There appears to be a "dead zone" in between the building that represents the astronaut complex and the flag pole, where nothing is chosen. This may or may not be intentional, but I suspect that it is, if that's what you're referring to.

#2 - 08/16/2013 09:09 AM - Ted

- Category set to Gameplay

#3 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 07/17/2016 09:08 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

Model now has defined boundaries which respond appropriately to mouse inputs.

Files

kspBug.JPG	105 KB	07/24/2013	kitoban
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