

Kerbal Space Program - Bug #11093

Goo pinning makes context UI unresponsive

09/04/2016 07:10 PM - kotan

Status:	Acknowledged	Start date:	09/04/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

Pinning Mystery Goo context UI (circle button while cursor over the part) after/during launch makes other context UI unresponsive.

Steps to replicate:

- 1) Make any ship.
- 2) Place Mystery Goo container on it.
- 3) Launch/hold it still on the launch pad.
- 4) Open Goo context UI (circle button while cursor over the part) and pin it (gear in the top right corner of the window).
- 5) Try to open any other experiment/part context UI. And it won't.

Expected:

Fixed UI and free window pinning.

Fixes:

As far as i noticed, only reverting flight helps.

History

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

- Status changed from New to Acknowledged

- % Done changed from 0 to 100