

Kerbal Space Program - Bug #1230

On Linux Plugins that have you type in a text box don't take focus away from craft controls

08/23/2013 09:23 PM - bl4qkubartnndfhr

Status:	Closed	Start date:	08/23/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

When running KerbalAlarmClock under windows things work okay. They only get wonky on linux.

In Linux the KerbalAlarmClock when writing text sends commands to your space ship.

Related issues:

Related to Kerbal Space Program - Bug #3437: UI Elements don't capture keyboa... **Closed** **11/05/2014**

History

#1 - 08/26/2013 03:11 AM - triffid_hunter

Even the stock game is affected- when typing a craft's name into the top of the VAB, space will reset the camera and enter will reset ALL your staging- infuriating! X and C alter symmetry options too.

As for mods, it's not just Kerbal Alarm Clock, also affects MechJeb and any other mod that allows text input.

#2 - 08/27/2013 04:46 AM - triffid_hunter

seems to be a general UI event bubbling issue- clicking too quickly on various UI elements passes double click events through, eg if you're trying to drop a maneuver node or scrolling through kerbals too quickly, the game will un-set your target because it can't tell the difference between clicking on a button a few times and a double click event.

This is especially annoying in the VAB when setting up staging, I have to deliberately go slow to avoid double click events even though I'm moving the mouse and clicking on different elements each time

#3 - 08/27/2013 06:46 PM - jstokes75

I can confirm this. The UI does not seem to set selected elements to block inputs to other parts of the game. Entering numbers during flight is problem if you have any action groups set up. This has been a problem at least since 0.20.2.

#4 - 08/29/2013 01:59 PM - sr

triffid_hunter: the double clicking issue seems to be not connected. Can you please check if it's dependent on your window managers mouse settings, and if it persists open a separate ticket?

#5 - 08/29/2013 02:07 PM - sr

I can confirm that pressing enter when the focus is in the text box below the craft name in the VAB triggers both a newline in text box as well as trigger the reset button in the bottom right. However, I cannot confirm the triggering of 'x', 'c' or space quick actions either in the craft name box nor the description box below it with 0.21.1 stock. The later may be due to the plugins.

#6 - 08/31/2013 03:48 PM - imjustmatthew

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I'm getting the same result as sr in 0.21.1 stock, but can also confirm that plugins do not properly capture keyboard events for other keys.

#7 - 12/22/2013 03:37 AM - triffid_hunter

still present in 0.23

#8 - 12/28/2013 11:43 AM - Ruedii

This also affects the text entry box in the VAB for the name and description of the craft, as well as using up and down buttons or the mouse scroll wheel in windows, including the stock menus.

It's not just affecting mods, so it probably should be given higher priority. (It doesn't cause the game to be unplayable, so it probably should be considered medium priority, not high or critical.)

It is definately more annoying with mods.

#9 - 10/17/2014 10:04 AM - drluke

This Issue is still very much alive in 0.25 and breaks the game when in use with any mod that requires any data entry. The bug shouldn't be on low priority.

#10 - 11/05/2014 02:58 AM - seehp

I have created Bug [#3437](#) to cover this more comprehensively and to update it to 0.25. I also included some examples how to reproduce the issues and how KSP should behave instead.

#11 - 11/11/2014 12:21 PM - denuo27

drluke wrote:

This Issue is still very much alive in 0.25 and breaks the game when in use with any mod that requires any data entry. The bug shouldn't be on low priority.

Agreed. This makes playing with text-input mods pretty unplayable. As well as wanting to add any sort of meaningful description to sub-assemblies, vehicle descriptions.

+1 to bump up the priority on this, or at least provide a workaround.

#12 - 02/04/2015 08:32 PM - nukeboyt

The issue remains in version 0.90. It makes it difficult to use any mod that requires data entry. Why is this a LOW priority? Please fix this bug. Thanks

#13 - 02/04/2015 10:31 PM - NavyFish

I'd like to see this rectified as well. The double-click pass through is particularly annoying, and I haven't been able to implement a work-around, as the clickCount field in KSP's Mouse class is read-only.

#14 - 11/20/2015 12:30 PM - sal_vager

- Status changed from *Confirmed* to *Resolved*

- % Done changed from 10 to 100

The stock click through issues are resolved in build 1028

Any addons still doing this need to be updated.

#15 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from *Resolved* to *Closed*