

Kerbal Space Program - Bug #13591

OnGameSettingsApplied event is not fired if the settings "Close" button is used

01/14/2017 10:12 PM - gotmachine

Status:	Not a Bug	Start date:	01/14/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

After changing difficulty settings in the sub-menu through the settings mini-menu accessible with the ESC key, the OnGameSettingsApplied is fired when you use the "Apply" or "Accept" buttons. But it is not fired if the user clicks on the "Close" button, although the changes made in the difficulty settings menu are still saved. This makes the event unreliable and unusable to track user changes for plugins implementing their custom settings in the difficulty settings menu.

History

#2 - 01/16/2017 01:51 PM - Squelch

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Hello gotmachine,

Difficulty settings, while accessible from the mini settings dialog, affects only the current save. Apply, Accept and Close on the settings dialog is only relevant to the general settings that are visible in that dialog. The Close button does not fire the OnGameSettingsApplied event and will effectively revert or cancel any changes made to that dialog only and is working as expected. Difficulty settings are only applied to the current save when the Accept button is pressed, and are then fully applied to the next save event. Reverting or opening an earlier save point will not have these new difficulty settings.

This behaviour is by design and working as expected.

If you wish to make a feature suggestion for a difficulty settings event, then please do so via the forum. I have noted that improvements could be made for the event and how it is presented, but leave it to you to make a case for change.