

Kerbal Space Program - Feedback #16684

Part windows are opened towards the center of the screen, covering other ship parts and making opening multiple windows uncomfortable

11/25/2017 06:04 PM - Kasuha

|   |         |                               |
|---|---------|-------------------------------|
| <b>Status:</b>  | Updated |                               |
| <b>Severity:</b>  | Low     |                               |
| <b>Assignee:</b>  |         |                               |
| <b>Category:</b>  | Camera  |                               |
| <b>Target version:</b>  |         |                               |
| <b>Version:</b>   | 1.3.1   | <b>Language:</b> English (US) |
| <b>Platform:</b>  | Windows | <b>Mod Related:</b> No        |
| <b>Expansion:</b>   |         |                               |
| <b>Description</b>  |         |                               |
| <p>Alt+right-click on a ship part opens a windows with part controls. The selection of the window placement appears to be preferring covering up the ship and other parts, obstructing the view of the ship and access to other parts, eventually even overlaping with other windows. It makes all operations with them awkward and requires the player to move them constantly out of the way. These windows should be opening towards the edge of the screen instead, and if not possible, then in clockwise/counterclockwise direction along the edge, not towards the center.</p> <p>Example how several windows open when placed automatically: <a href="https://i.imgur.com/8seJf0e.jpg">https://i.imgur.com/8seJf0e.jpg</a><br/>How it should look like: <a href="https://i.imgur.com/11YfpFj.jpg">https://i.imgur.com/11YfpFj.jpg</a> (notice that even though some windows still overlap when parts lying close to each other are selected, the ship is still well visible and accessible and much less moving of windows is needed to keep them from overlapping.</p> <p>Note that the example is using random parts but the same thing happens e.g. when selecting multiple fuel tanks for fuel transfer and it makes the process tedious and frustrating.</p> |         |                               |

History

#1 - 11/26/2017 11:49 AM - Azimech

I agree with this. Especially when you quickly need to analyze fuel consumption while flying an SSTO into orbit and you need to transfer fuel quickly it's very frustrating.

#2 - 06/24/2019 10:52 AM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10

#3 - 06/24/2019 10:54 AM - Robert.Keech

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

#4 - 06/24/2019 10:56 AM - Robert.Keech

Not a bug, this is better suited in feedback

#5 - 06/25/2019 05:43 PM - chris.fulton

- Tracker changed from Bug to Feedback
- Status changed from Resolved to Not Fixed
- Start date deleted (11/25/2017)
- % Done changed from 100 to 50

#6 - 06/25/2019 05:43 PM - chris.fulton

- Status changed from Not Fixed to Updated