

## Kerbal Space Program - Bug #1987

### Cancel button of load ship dialog in construction scene clicked through

12/19/2013 05:48 AM - MichaelKim

<b>Status:</b>	Closed	<b>Start date:</b>	12/19/2013
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.23	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The "Cancel" button of load ship dialog in construction scene (VAB/SPH) can be clicked through. That is, if any part is behind the Cancel button when the button is clicked, it will behave as if it is directly clicked.

Two screenshots:

- 1) Before clicking the Cancel button
- 2) After clicking the Cancel button, the SRB is detached

This bug is new and does not exist in 0.22.

#### History

##### #1 - 01/16/2014 07:39 PM - TruePikachu

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

Confirmed myself, and confirmed a very similar issue, which I marked as a dupe of this.

I can also expand the context of the bug to also apply in at least the map view, where the windows are Unity-based (MechJeb I can confirm, haven't tested debug window). It appears that the background (wherever the 3D view is) still processes input even if there is a window in the way. I can further confirm that this happens:

- Mousewheel scrolling the ship list in the tracking station ([#342](#))
- Nodes behind windows (if I move the cursor above a trace behind my MJ window, it does that make node highlight)

##### #2 - 04/19/2014 10:10 AM - Claw

This all still happens in v0.23.5.464 (and is quite annoying... :) )

##### #3 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #4 - 10/15/2015 07:02 PM - lebedev.ri

Happens in Linux too, even on 1.0.4  
And to my observations, it happens with every button.

##### #5 - 07/17/2016 09:38 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

##### #6 - 11/11/2016 01:03 PM - sal\_vager

- Status changed from Needs Clarification to Ready to Test
- % Done changed from 0 to 80

This should be fixed in 1.2

**#7 - 12/03/2016 08:00 PM - JPLRepo**

- *Status changed from Ready to Test to Closed*

- *% Done changed from 80 to 100*

**Files**

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screenshot1.png	931 KB	12/19/2013	MichaelKim
screenshot2.png	1.01 MB	12/19/2013	MichaelKim