Kerbal Space Program - Feature #2855

Drag-able Pause Menu

08/04/2014 03:35 PM - Mesons

Status:	New	**% Done:**	0%
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:	0.24		
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

Current Behavior:
The pause menu appears in the center of the screen. This often obscures the vessel under player control.

Proposed Additions:
Enable the user to re-position the pause menu by clicking and dragging, either while holding a modifier key or by dragging a title bar.

Why Change This?
When pausing the game, my purpose is sometimes to inspect something on-screen without time passing. That something is often the vessel I am flying, which becomes obscured by the pause menu. I inspect my vessel in freeze-frame like this predominantly when I am inspecting bugs.

History

#1 - 09/08/2014 10:31 AM - Geschosskopf

+1. I agree with this change.

#2 - 10/26/2014 04:19 PM - Kirk

To be honest, I would very much prefer a x0 timewarp option, still allowing use of the camera and the UI.