

Kerbal Space Program - Bug #28591

Alarm Clock UI captures all keyboard input, disabling flight controls

12/16/2021 08:49 PM - earthflax

Status:	New	Start date:	12/16/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

The alarm clock app windows (both the main app window and pop up messages) are unique in that they capture all keyboard input when moused over. This is indicated by the light, gear, and brake action group indicators being grayed out. This is a design flaw because it can unexpectedly interrupt flight control during mission critical events like landing. No other app behaves this way to the best of my knowledge. The alarm clock app should behave the same way as every other app. The only possible exception should be when entering numbers into a text field.

History

#1 - 12/16/2021 08:51 PM - earthflax

Sorry! Title should read: "Alarm Clock UI captures all keyboard input, disabling flight controls."

#2 - 12/22/2021 05:21 PM - ManeTI

- Subject changed from *Alarm Clock UI takes* to *Alarm Clock UI captures all keyboard input, disabling flight controls*

Files

2021-12-16-154715_1916x1076_screenshot.png	1.58 MB	12/16/2021	earthflax
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