

## Kerbal Space Program - Bug #3103

### In EVA jetpack flight, mouse-dragging in a control should not cause the Kerbal to change it's orientation

09/18/2014 09:33 AM - spudbean

<b>Status:</b>	Closed	<b>Start date:</b>	09/18/2014
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Normally in EAV jetpack flight, dragging the mouse with the left mouse button causes the Kerbal to change its orientation.

However, if the drag starts on a control, the orientation continues.

For example: consider a plugin has placed a GUI in EVA mode, and uses a `GUILayout.HorizontalSlider`. When the user drags the slider, this also causes jetpack movement. This happens if you click anywhere on the screen, even built-in KSP control (see screenshot)

8VOWslc.png

Perhaps when the `KerbalEVA` inspects the state of the mouse, it should also check `Event.current.GetTypeForControl()` and `GUIUtility.hotControl`, to see if an other controls have "grabbed" the mouse.

#### History

##### #1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention