

Kerbal Space Program - Bug #3874

Shift+Mouse Wheel no longer zooms in in VAB, SPH

12/18/2014 08:36 PM - savagerose

Status:	Closed	Start date:	12/18/2014
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

- 1) Start new game or load existing
- 2) Open VAB or SPH
- 3) Press shift and scroll the mouse wheel

Nothing happens. Expected behavior is that the view zooms in/out.

I believe this functionality worked to zoom in on OSX on 0.25. Maybe it's connected to the new shift+click precision mode?

This bug does not occur for me on Windows, only on OSX. I'm running OSX 10.9.5

Thanks!

History

#1 - 12/27/2014 08:13 PM - Master_Tao

- Status changed from New to Confirmed
- Severity changed from Normal to Very Low
- % Done changed from 0 to 10

This particular feature has never worked with shift+mouse wheel for me at least as far back as the demo.
Two alternatives:

- Middle mouse button+drag forward and backward (requires an external mouse)
- Shift+right mouse button+drag forward and backward (works even with trackpads & two finger clicks)

#3 - 07/17/2016 09:43 AM - TriggerAu

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

#4 - 08/09/2016 11:30 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