

Kerbal Space Program - Bug #426

Mouse-hover and text editing issues in 0.19 and 0.18.4

03/17/2013 10:43 AM - exegesis

Status:	Closed	Start date:	03/17/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.19	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
<p>With the move to the new unity engine, I've been experiencing a few problems, which are probably related and seem to be mac-caused.</p> <p>The first is that, in-game, the UI fails to respond to being hovered-over by the mouse unless either mouse button is pressed continuously. This includes periapsis/apoapsis markers, Kerbal portraits' EVA and IVA buttons, and maneuver nodes.</p> <p>The second issue is this: When in the VAB or SPH, the name of the vessel cannot be edited, deleted or otherwise changed, which means a single vessel is all that can be saved at one time (without editing filenames.)</p> <p>(I talked a bit about both these issues on this post: http://forum.kerbalspaceprogram.com/showthread.php/42492-18-4-problems-Can-t-edit-vessel-names-in-VAB-can-t-hover-over-without-right-clicki)</p> <p>My specs are:</p> <p>Mac os 10.6.8 NVIDIA GeForce GT 330M:</p>			

History

#1 - 03/20/2013 12:16 AM - Chordnine

I can confirm that this is also happening on my machine. It appears to fix itself when returning to windowed mode, though it is severely detrimental to gameplay. Began with 0.18.4 on my end -0.18.2 was fine.

MacBook Pro 1,1 (2006)
Mac OSX 10.6.8
ATI RadeonX1600

Chordnine

#2 - 04/23/2013 02:25 AM - Nekura

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

I can also confirm these two issues (though I hadn't tried the windowed mode fix... good to know!). My specs:

Mac OS X 10.6.8
MacBook (2009)
NVIDIA GeForce 9400M

#3 - 04/23/2013 02:28 AM - Nekura

I didn't realize choosing 'Confirmed' would update the official listing (I thought it was just to state that I could confirm the bug). I can't change it back now, so.. sorry about that. :/

#4 - 11/19/2013 12:47 PM - sr

- Platform OSX added

No problem - if you can confirm the described behavior, then the bug is confirmed :)

#5 - 07/17/2016 09:23 AM - TriggerAu

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

#6 - 08/07/2016 05:16 AM - TriggerAu

- *Status changed from Needs Clarification to Closed*
- *% Done changed from 0 to 100*

Closing this report out for now. If 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