

Kerbal Space Program - Bug #461

UI Buttons Misaligned

03/19/2013 05:53 PM - norcalairman

Status:	Closed	Start date:	03/19/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

All UI buttons are half the height of the button higher than the area the mouse needs to be in order to click on them. Clicking on the upper half of the button has no effect and hovering the mouse there does not make the button highlight. I'm experiencing this issue in 0.19.1 but it was present in 0.19.0 as well.

History

#1 - 03/19/2013 08:35 PM - zerke2001

Could you be more specific? Is this something that affects the UI of the VAB, Tracking Station and when flying a vehicle or one and not the other? Resolution of your game and/or whether you are in full screen or not could be a factor. Have you tried different game resolutions or changing between full screen and windowed mode? I would like to try and see this for myself, but steps to reproduce this would be very helpful.

#2 - 03/19/2013 08:56 PM - Rabblrouser

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

I'm fairly certain, by the sound of it, that it has to do with an issue I'm finding on Windows XP and what others are finding on Win8 and OSX.

Skip to 2:31:46 (otherwise you're in for two hours) in http://www.twitch.tv/mishkin_007/b/379846313
There's also <http://forum.kerbalspaceprogram.com/showthread.php/46194-OSX-UI-alignment-offset-issue>
And my own video: <http://www.youtube.com/watch?v=plQAc87q6VM>

Mishkin_007 from the Twitch stream says using -popupwindow in the shortcut properties in Windows fixes it. He's also running a triple-monitor setup, if that matters. I doubt it, however, as I'm only using one monitor, but every variable counts.

Whatever this bug is, it appears to not be platform specific, as each of these issues are in different OSes. Alt+F2 returns nothing from my tests, perhaps someone else having the same issue can see if they show anything different.

One workaround I've found is to move the window, though. not sure if the same is possible for OSX.

Steps to repro for me are to simply get a brand-new, freshly unzipped 19.1, DO NOT MOVE the screen in any way (this can irk me since I'm picky about where KSP sets in the screen :D), go to settings, immediately try to hover over any button you can find. It appears some buttons have correct "click zones" while others are offset, some likely more offset than others. It appears, at least to me, to only be on a vertical axis.

I'm afraid this is the best I can offer on the situation.

Upping the Priority and setting to confirmed.
Let's squash this bug. D:<

#3 - 03/19/2013 09:05 PM - norcalairman

I started messing around and it was happening in windowed mode at 1366x768 (same resolution as my computer) but when I switched to full screen it corrected itself. Back to windowed mode and the problem is still gone. Now I'm having trouble getting it to happen again. So I don't know what caused it, but the workaround is to go full screen, then back.

#4 - 03/19/2013 11:48 PM - zerke2001

@Rabblrouser I saw both of your videos and I clearly see the issue there. I unzipped a fresh copy like you said and went straight into the settings menu. I never touched the window or even changed its focus. I just opened it up, sat there and waited. Clicked on settings and the buttons work fine... I'm running Windows 7 64-bit. When I get to work I will try it on both Win 8 and XP and I will report back.

#5 - 03/20/2013 12:36 PM - zerke2001

[norcalairman](#) & @Rabblrouser, can both of you confirm the resolution settings your computer, not the game, is set at? Can you also confirm full screen vs. windowed mode? I am now able to reproduce this problem in windowed mode only when my computer resolution is #####x768. Ted has posted on a bug, turned into feature about this very issue.
<http://bugs.kerbalspaceprogram.com/issues/450>

I am trying to determine if this is related or not.

@Rabblrouser, thanks for the help/steps trying to reproduce. It helped me out a lot.

#6 - 03/21/2013 06:23 PM - Rabblrouser

My screen's res is 1366x768, the most common res in the world, apparently.

But Mishkin commented in the OSX thread that he plays at 1600x900. It might be less an issue of 768 pixel height, more an issue of KSP pixel height and screen pixel height being the same?

#7 - 03/25/2013 08:48 AM - zerke2001

Rabblrouser wrote:

My screen's res is 1366x768, the most common res in the world, apparently.

But Mishkin commented in the OSX thread that he plays at 1600x900. It might be less an issue of 768 pixel height, more an issue of KSP pixel height and screen pixel height being the same?

It may be a common resolution, but the game has UI issues with it. As for OSX, that may be a separate issue.

#8 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#9 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#10 - 08/07/2016 11:33 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