

## Kerbal Space Program - Bug #582

### double undos after using the Action Group Editor in the VAB/SPH

05/04/2013 05:14 PM - BloodyRain2k

<b>Status:</b>	Closed	<b>Start date:</b>	05/04/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Take a 3-man pod, switch to the action group editor, switch back, attach 2 linear rcs ports (or whatever parts), hit ctrl-z, both should be gone now (last 2 actions, in this case, attachings).

I tried this a few times in vanilla KSP and it was always replicatable like this. It also happens for both the same, VAB and SPH.

It also doesn't increase the more often you enter the AG editor, it stays at 2 undo's.

#### History

##### #1 - 06/16/2013 09:34 PM - doctorzuber

Still present in 20.2. It's irritating that undo always does two steps back.

##### #2 - 09/30/2013 07:38 AM - BloodyRain2k

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I'm confirming this bug myself now as I'm not the only one having it even though only one other person also wrote that here and it's still not fixed for 0.22 from what I heard.

##### #3 - 12/21/2013 11:12 PM - BloodyRain2k

Still present in 0.23 sadly.

##### #4 - 12/26/2013 11:31 AM - Dust

Confirmed in 0.23. I've yet to use the action group editor and I have also experienced this many times, if not every time. So, use of the action group editor does not seem to be an entirely dependent factor.

##### #5 - 01/12/2014 01:06 AM - TruePikachu

Confirming 0.23 again, denying requisite use of the AGE, as it seems to always happen for me.

##### #6 - 03/14/2014 04:48 PM - BloodyRain2k

Out of boredom, here's a video about the bug since I was making one already for another and did for some reason this one first and then had to leave the editor to fix it so why not upload it anyways.

<http://youtu.be/2yGmsWlg1p4>

##### #7 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #8 - 11/17/2015 03:12 PM - sal\_vager

- Status changed from Confirmed to Resolved

- Severity changed from High to Very Low

- % Done changed from 10 to 100

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Also, not occurring in 1.0.5

Parts placed in symmetry will be undone together, regardless of their number, and parts placed individually or a new symmetry group will undo correctly.

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

- Status changed from Resolved to Closed