

## Kerbal Space Program - Feedback #9400

### Provide stationary "next" button for tutorial pages

04/22/2016 03:40 AM - awang

<b>Status:</b>	Needs Clarification		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In the case a user wishes to start from the middle of a tutorial, clicking through the intervening pages is not convenient as the "next" button changes position depending on the amount of text in the page. A button with the same function should be placed so that its location does not change between tutorial pages.

#### History

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**#1 - 04/22/2016 03:44 AM - NathanKell**

This is...harder than it sounds, actually, AFAIK.

**#2 - 04/22/2016 03:45 AM - awang**

Is it? I thought you could put a button at the top of the window or something, before all the text. That way its location won't depend on what's written.

**#3 - 04/22/2016 09:30 PM - awang**

I guess in the same vein, might it be possible to provide a "back" button in case a user wants to reread a tutorial page?

**#4 - 07/17/2016 09:47 AM - TriggerAu**

- Status changed from New to Needs Clarification