

Kerbal Space Program - Bug #10115

General UI problems

07/17/2016 03:48 PM - WildLynx

Status:	New	Start date:	07/17/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

[Often] Mouse clicks fell through stacked windows and cause them to react. Both left and right clicks.

[Always?] Mouse clicks even fell through craft windows and into IVAs

[Always] Double mouse clicks on ship windows from outside cause camera to enter an IVA space - if no one inside you cannot exit that mode.

[Often]Mouse clicks randomly reset current target.

[Always] Reset camera hotkey causes camera reset, but also causes it to enter mouse-view mode. Like it was right-clicked.

[Sometimes] Resources panel sometimes fails to resize after ships docking.

[Always] Popup menus always try to hide under other windows, because those windows are tucked into corners of the screen. It should be option to spawn them under cursor, or try to both find a free space and not to obscure anything important.

[Always] Task switching or even desktop switching during initial save loading from main menu causes KSC camera to be low, and interface unusable, cannot even exit back to main menu now - in previous versions "back to main menu" button was at least working.