

## Kerbal Space Program - Bug #10123

### Crew Hatch detection partially broken for some parts

07/18/2016 10:55 AM - cpcallen

<b>Status:</b>	New	<b>Start date:</b>	07/18/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The game does not always detect when the mouse is hovering over the crew hatch.

To reproduce:

- In VAB, create ship consisting of just a single Mk1 Command Pod
- Launch ship
- Zoom in until pod fills most of screen
- Position camera face-on to hatch
- Move mouse over hatch:
- Note that in some areas of the hatch (most of the upper part, for example) a "Crew Hatch" tooltip is shown. Clicking in these areas correctly brings up crew eva/transfer dialog.
- Note that in other areas - notably the center of the window and most of the area of the hatch below the window except for the left and right edges - NO "Crew Hatch" tooltip is shown, and clicking on these parts of the hatch does not bring up the crew eva/transfer dialog.

This bug affects the following crew-containing parts:

- Mk1 Command Pod (lower central part of hatch not detected)
- Mk1 Cockpit (upper 1/3rd of hatch not detected)
- Mk 3 Cockpit (mostly good, but uppermost curved edge of hatch not detected)
- PPD-12 Cupola Module (only extreme left and right edges detected)

A quick check of the rest of the crew-containing parts did not turn up any others with issues.