

## Kerbal Space Program - Feedback #13174

### Unwanted unsetting target by clicking around in mapview

11/02/2016 07:36 PM - AlffromKerbal

<b>Status:</b>	Confirmed		
<b>Severity:</b>	Unworthy		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Well, i see that doubleclick or so seems to unset targets. In my view it's too easy to loose a set target by accident, which i do a lot. Why not relying on that panel of "unset target" or adding an icon of doing that? Sometimes i don't even remember what target i set but execute my maneuvering nodes.  
Most of the time, i loose target by clicking and moving camera around in mapview.

#### History

##### #2 - 11/15/2016 12:12 AM - AlffromKerbal

By "clicking around" i mean something like doubleclick on Kerbin to focus it, sometimes also target gets unset.

##### #3 - 12/13/2016 08:43 PM - AlffromKerbal

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

I have this on a regular bases, that doubleclick on Kerbin can unset current target. On the other hand, when trying to unset target by doubleclick in space nearby, it doesn't work, even when machinegun like clicking.