

Kerbal Space Program - Feature #1592

Have Subassembly icon allow clicking on with parts not being deleted

10/21/2013 03:31 AM - lipatden

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			

Description

Hi folks.

I've got a case where user behaviour might expect something to work (when it doesn't anywhere else), but lose data in the result (and unexpectedly). When holding parts in the VAB/SPH and clicking in the left area (toolbar or category icons on the top of the screen outside the subassembly drop area), the held part is dropped. This is normal behaviour, except we now have a valid case for dropping parts into the panel where the part is not destroyed - subassemblies.

Unfortunately I would have like to save the part as a subassembly, but clicking on the subassembly icon destroys the part instead of taking me to the subassembly screen.

Now this is by design I know and consistent with other panels (e.g. dropping an engine onto anything on the right drops the part). The problem is that the undo action (CTRL-Z) does not recover my removed parts. If a user does not think ahead to select the subassembly page, he may expect he can go to the correct page while holding the part and irrevocably lose the subassembly being held. Obviously if it is worth saving, it hurts to be lost. So, at first blush undo needs to be preserved, and since this causes parts to be lost I am filing this as a bug.

On the other hand, I don't think clicking on a category (page, e.g. propulsion/structural etc) heading should be the same as the destroy part action (drop anywhere in the p[arts page) - I shouldn't need to first let go of the part, then click the subassembly page, then pick up the part, then drop it in the subassembly area, I could simply click on the page icon then drop it in the subassembly area (two clicks vs four, and not lose the parts I'm holding as above).

Apologies for not including any debugs or screenshots, hopefully my description is good enough to quickly replicate in stock using only visual indicators.

0.22 has redefined the way I play this game. Keep up the good work!

History

#1 - 10/21/2013 10:26 AM - Ted

- Tracker changed from Bug to Feature
- Subject changed from Subassembly behaviour destructively loses parts to Have Subassembly icon allow clicking on with parts not being deleted
- Platform Any added
- Platform deleted (Windows)

Completely understand what you're saying. I'm changing this to a Feature Request as it's intended behaviour that could be changed.

#2 - 10/21/2013 07:34 PM - lipatden

I've done another test and the consistency isn't what I'd expect. Select an attached part and pressing delete destroys the part, but undo functions to restore the vehicle. Dropping a part on the left has no undo recovery, hence the data loss described above. I'd expect them both to be the same (either way) since they both do the same thing, and I certainly wouldn't expect on to be destructive and the other not.

New bug to separate it from the subassembly issue?