

Kerbal Space Program - Feedback #17286

Solution for the Click-Through problem

02/11/2018 02:45 PM - linuxgurugamer

Status:	New		
Severity:	Normal		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

It's a known problem that clicking on a window will let the click fall through to anything underneath. This is most noticeable with mods, although it might also be endemic to some of the stock windows.

I released a fairly simple mod which solves the problem by providing a wrapper for the GUI.Window and GUILayout.Window calls, the link is below.

I don't know if this will be helpful, but if there was some way you could override the stock calls and use this, it would solve a lot of issues that people have with this.

<https://forum.kerbalspaceprogram.com/index.php?topic/170747-131-click-through-blocker/&tab=comments#comment-3291957>

History

#1 - 02/11/2018 08:39 PM - JPLRepo

- Tracker changed from Bug to Feedback