

## Kerbal Space Program - Bug #18191

### "Node Connections Order" dropdown header doesn't change

03/23/2018 02:07 PM - rudi1291

<b>Status:</b>	New	<b>Start date:</b>	03/23/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

The header for the "Node Connections Order" dropdown menu (in the mission builder) doesn't change depending on whether its open or not.

To show this i've attached a set of screenshots: screenshots 25 and 26 show the "Options" menu being opened, and how the little yellow triangle next to it changes orientation. Screenshots 27 and 28 show the same for the "Node Connections Order" menu, but the yellow triangle next to it doesn't change.

Note: Version should be 1.4.1, but that wasn't an option.

#### History

##### #1 - 03/23/2018 02:10 PM - rudi1291

The priority should be "Very Low", but i can't set the priority.

##### #2 - 03/25/2018 06:36 AM - Nebbie

- Version changed from 1.3.1 to 1.4.1

##### #3 - 05/06/2018 11:12 AM - jclovis3

Node connection order only works when you have a node connected on the exit, or a catch all node somewhere in the mission. Not a bug, but I have another issue with this list that is...

Bug [#18826](#)

#### Files

screenshot25.png	248 KB	03/23/2018	rudi1291
screenshot26.png	262 KB	03/23/2018	rudi1291
screenshot27.png	261 KB	03/23/2018	rudi1291
screenshot28.png	263 KB	03/23/2018	rudi1291