

## Kerbal Space Program - Feedback #18304

### Editor: "Undo" also undoes control surfaces toggles if they were done before the thing you want to undo

03/31/2018 06:44 PM - Jognt

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
Stock game, all mods removed, just Squad folder left in GameData			
Reproduce:			
1. Add a root part;			
2. Add a control surface to it (winglet/aileron);			
3. Add a random object onto the root part			
4. Modify pitch/yaw/roll/deflection on control surface;			
5. Simulate missclicking by picking up the random object from step 3;			
6. Realize your 'missclick' and press CTRL+Z;			
7. Dump the still selected random object back into the parts tree;			
8. Realize that that 'undo' also undid ALL the control surface tweaks you did in step 4 even though you just wanted to correct step 5.			
In actual fact you'd be lucky to get to step 8. Rather, you'd be stuck thinking "I really thought I set these control surfaces up earlier!?" during flight.			
Note: Setting up control surfaces, then removing a part, and then removing <b>another</b> part will also result in the control surfaces getting reset at the 2nd 'undo' where the first removed part was returned.			

### History

#### #1 - 03/31/2018 06:46 PM - Jognt

KSP 1.4.2 - GOG Release - Windows x64 - x64 version of KSP

Windows 7  
i5 4670k  
16GB Ram  
GTX980

#### #2 - 04/05/2018 09:00 AM - Squelch

- Tracker changed from Bug to Feedback

Thank you for the report.

Part attributes adjusted via the part action window are not subject to undo/redo. This was a design decision. This issue has been changed to feedback as a result.

#### #3 - 04/05/2018 12:05 PM - Jognt

Squelch wrote:

Thank you for the report.

Part attributes adjusted via the part action window are not subject to undo/redo. This was a design decision. This issue has been changed to feedback as a result.

If items in the PAW aren't supposed to be affected by undo/redo then I would most certainly see this as a bug as PAW settings currently *are* subject to redo. In a manner that makes no sense even.

**Files**

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output\_log.txt

844 KB

03/31/2018

Jognt