

## Kerbal Space Program - Bug #18680

### Abort move part in SPH/VAB causes controls to not allow selecting parts

04/24/2018 11:05 PM - jclovis3

<b>Status:</b>	Closed	<b>Start date:</b>	04/24/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<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		

#### Description

When you select and move the whole craft in either the SPH or VAB and then abort, you can no longer select any part to move or remove.

#### Steps to reproduce:

1. Build any ship with more than 1 part.
2. Select (left click) any part while holding shift or select the root part without the shift. This picks up the entire craft.
3. Press Ctrl-Z to let it go back where you picked it up from.

**Anomaly:** Now you can't move the craft or (move/remove) any part without leaving the VAB/SPH and coming back in.

#### History

##### #1 - 11/07/2019 04:20 PM - RafaHdz

- Status changed from *New* to *Updated*

- % Done changed from 0 to 10

##### #2 - 11/07/2019 04:41 PM - nestor

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

It's already resolved in 1.8.1

##### #3 - 01/18/2020 02:37 AM - chris.fulton

- Status changed from *Resolved* to *Closed*