Kerbal Space Program - Bug #19375

closing space center flag pole gui with esc dosn't allow clicking of buildings or exit button

07/07/2018 06:08 AM - hpf3

Status:	Closed		**Start date:**	07/07/2018
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Controls and UI			
Target version:	1.5.0			
Version:	1.4.4		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

What happens: closing space center flag pole with esc dosent trigger code to re-allow clicking of buildings(and their buttons appearing) in adition to the back button staying grayed out.

How to reproduce:
start or open a save of any type.
open flag selection gui from flagpole.
hit esc.
window will close but not trigger what allows interaction with blocked actions.

Notes:
tested in a fresh steam install with dlc installed.
tested in both career and sandbox plus an existing game.

My suspicion and comment:
my best guess of what is happening is that the function is only linked to the done and cancel buttons.
might be fixed by: changing this to a window closed event(if you have those), adding the esc press event to trigger it while window is open, or just disabling esc from closing the window.

i have no idea which is the easiest option as i don't know what framework has been setup but sounds like it shouldn't be too hard to patch:)

History

#1 - 10/15/2018 05:44 PM - joshua.collins

- Status changed from New to Ready to Test

- Target version set to 1.5.0

- % Done changed from 0 to 80

#2 - 01/24/2019 07:13 PM - Nebbie

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Working in 1.6.1.

#3 - 03/28/2019 03:30 AM - joshua.collins

- Status changed from Resolved to Closed