

Kerbal Space Program - Bug #19971

maneuver node interaction glitches

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Status:	New	Start date:	09/01/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

1 Add one node

2 Right click in circle and drag

3 Release right button.

4 Click right button.

Result: node goes to orbit state and camera is moved.

Problem: It is possible to get into a state where rightclick anywhere always switches orbit<->energy state.

Fix: left click can be used to exit (node not open)

1. Add one node

2 Right click node (node in orbit state):

3 Right click node on orbit+,orbit- or delete.

Result: Nothing

Problem: Sometimes the icons are right clickable and makes the node shift to energy state.

1 Add one node,

2 Add one more node,

3 Right click last created node (set in orbit state)

4 Left click on orbit+

5 Left click on first node to select it

Result: last node is not closed and first node is not opened.

Problem: last node is stuck in orbit state

Fix: Go to map view and back.

PS.

I don't know how I managed to get two nodes selected at the same time but I have managed it a few times

.DS

Files

screenshot1.png

408 KB

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