

Kerbal Space Program - Feedback #22917

Feature Request - Ctrl-to-click-through

06/17/2019 03:48 PM - BadOaks

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

In the editor, I often have times where I part I want to select has been clipped juuust under the collider of another part, even if it's still visible. Selecting a part like this usually involves some finicky camera manipulation. To solve this, I'm imagining a feature where if you hold control key and left click, it will ignore the part that would normally be selected and instead select the next part under it, if there is one.