

Kerbal Space Program - Bug #23315

KAL-1000 edictor unavailable if open when deleted then restored with ctl-z...

08/08/2019 12:53 AM - abc

Status:	Closed	Start date:	08/08/2019
Severity:	Low	% Done:	100%
Assignee:	Robert.Keech		
Category:	Controls and UI		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

I often accidentally click on parts I didn't intend to move (or was going to move but changed my mind) and my standard way to deal with this is to delete the part and hit ctl-z to ensure that it is put back exactly where it was. I noticed that doing this with KAL-1000 (or any set of parts including a KAL-1000) when the track editor is open results in the track editor no longer working after the part is restored with ctl-z.

To repeat:

- 1) place a suitable root part (e.g. SP-S06 Structural Panel)
- 2) place a KAL-1000 Controller
- 3) open the KAL-1000 track editor
- 4) select and delete the KAL-1000 controller with the track editor open
-> the track editor window goes away
- 5) type ctl-z to restore the KAL-1000
- 6) try to open the track editor again by any method
-> the track editor will not open until the craft is saved and loaded

History

#1 - 10/23/2019 03:44 PM - Robert.Keech

- Assignee set to Robert.Keech

#2 - 10/23/2019 03:48 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

#4 - 10/23/2019 03:48 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#5 - 10/23/2019 07:39 PM - chris.fulton

- Status changed from Resolved to Closed