

## Kerbal Space Program - Bug #24410

### Cannot zoom for a few seconds after creating or clicking a maneuver node

11/22/2019 11:36 AM - Kirk

|                        |                            |                     |              |
|------------------------|----------------------------|---------------------|--------------|
| <b>Status:</b>         | New                        | <b>Start date:</b>  | 11/22/2019   |
| <b>Severity:</b>       | Low                        | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |                            |                     |              |
| <b>Category:</b>       | Controls and UI            |                     |              |
| <b>Target version:</b> |                            |                     |              |
| <b>Version:</b>        | 1.8.1                      | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows                    | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Breaking Ground, Core Game |                     |              |

#### Description

When creating or activating a maneuver node, I generally zoom out right away. This worked before, but in 1.8.1 it no longer zooms. The rest of the UI is still responsive, I can click, drag or hover anything on the screen. So it's not locking up anything but the zoom. After a few seconds, I can zoom again.

#### History

##### #1 - 01/14/2020 04:57 AM - abc

I see an initial no-zoom period but for me it is only about a half second or so. Since the mouse wheel also affects the maneuver controls if you are moused over them, I guess they might be trying to prevent unintentionally messing up the newly created node (maybe turning off the mouse wheel briefly is easier than preventing just the maneuver controls?). I might have done that a few times previously. It looks like the mouse wheel on the maneuver node also doesn't work for that time as best I can tell. I'm not sure why the lockout would last several seconds for you but not for me.