# Kerbal Space Program - Bug #24450

## In-flight action group manager needs to hide all UI elements from mods

12/02/2019 02:51 AM - Gordon-Dry
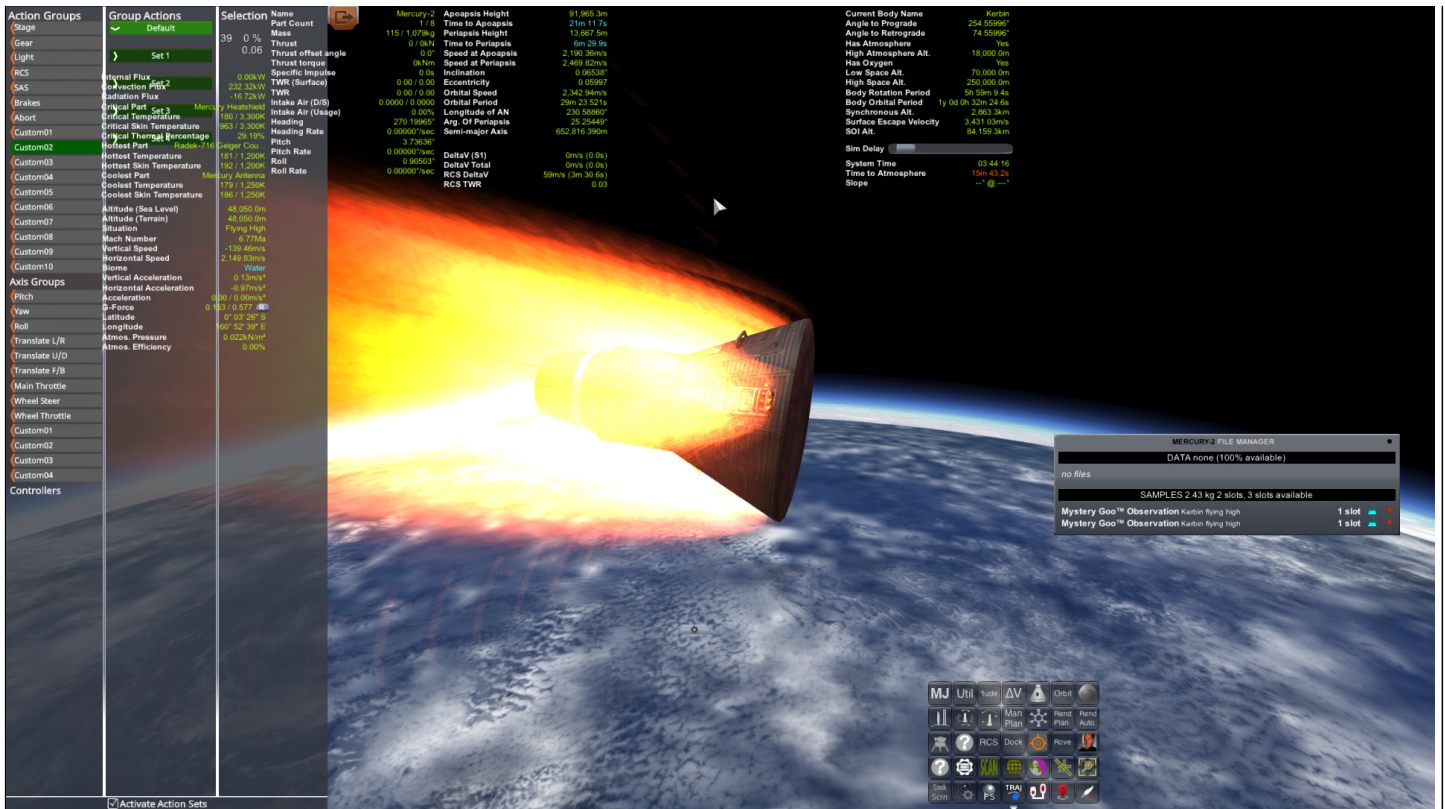
| | | | | |
|---|---|---|---|---|
| **Status:** | Ready to Test | **Start date:** | 12/02/2019 | |
| **Severity:** | Low | **% Done:** | 80% | |
| **Assignee:** | victorr | | | |
| **Category:** | Controls and UI | | | |
| **Target version:** | 1.11.2 | | | |
| **Version:** | 1.8.1 | **Language:** | English (US) | |
| **Platform:** | Windows | **Mod Related:** | No | |
| **Expansion:** | Breaking Ground, Core Game | | | |

**Description**

When I click this button



I get this result

As you can see, the UI elements of several mods are still on the screen and overlap the action group manager UI.

I could ask every single mod dev to take care of it - but that would not be the correct approach in my opinion.
The game should make sure that the UI is cleared in that situation.
And everything should be restored without any issues after leaving the action group manager again.

## History

### #2 - 12/11/2019 05:34 PM - victorr

- *Status changed from New to Confirmed*

- *Assignee set to victorr*

- *% Done changed from 0 to 10*


### #3 - 03/18/2021 02:37 PM - victorr

- *Status changed from Confirmed to Ready to Test*

- *Target version set to 1.11.2*

- *% Done changed from 10 to 80*


We've made some changes to the game in this latest version and would like to have some feedback on this issue. Thanks.

## Files

| | | | |
|---|---|---|---|
| Screen-2019-12-02_03-44-11.jpg | 33.7 KB | 12/02/2019 | Gordon-Dry |
| Screen-2019-12-02_03-44-16.jpg | 658 KB | 12/02/2019 | Gordon-Dry |