

Kerbal Space Program - Bug #26922

EVA construction mode while on the surface lets left-shift "bleed through" to thrust the jetpack when placing or adjusting a part.

12/24/2020 06:54 AM - Dunbaratu

| | | | |
|------------------------|-----------------|---------------------|--------------|
| Status: | Resolved | Start date: | 12/24/2020 |
| Severity: | Low | % Done: | 100% |
| Assignee: | just_jim | | |
| Category: | Controls and UI | | |
| Target version: | 1.11.1 | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

When an EVA engineer is in construction mode, you are supposed to have full access to the construction widgets and presumably that includes holding left-shift down in order to make angle-snap use smaller increments. (i.e. angle-snap without left-shift rounds to 15 degrees, but with left-shift it rounds to only 5.)

But if you entered construction mode while RCS was on, that left-shift key still causes your kerbal jetpack to thrust upward, defeating the purpose since you can't hold the camera still to adjust the part because your Kerbal is accelerating away.

What it does: In EVA construction mode while a part is being placed, moved, or rotated, left-shift activates BOTH fine-grain angle-snap **and** thrusts the jetpack upward.

What it should do: In EVA construction mode while a part is being placed, moved, or rotated, left-shift only activates fine-grain angle-snap and does NOT also thrust the jetpack. Once the part is no longer **in hand**, then it's okay to make the jetpack controls start working again.

History

#1 - 12/25/2020 03:27 AM - Anth12

- File *screenshot4.png* added
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

Confirmed.

Work Around: turn off RCS.

#2 - 01/07/2021 07:34 PM - victorr

- Subject changed from *EVA construction mode lets left-shift "bleed through" to thrust the jetpack when placing or adjusting a part.* to *EVA construction mode while on the surface lets left-shift "bleed through" to thrust the jetpack when placing or adjusting a part.*

#4 - 01/07/2021 10:06 PM - just_jim

- Assignee set to *just_jim*

#5 - 01/27/2021 12:49 AM - Dunbaratu

The subject was changed by victorr and I can't change it back. The edit inserted the phrase "while on the surface". I want to make it explicitly clear that the reported bug did not occur on the surface. When I submitted this ticket I had experienced the bug while floating in space, NOT on the surface. The screenshot showing it happening on the surface was added later by Anth12.

It would be more correct to say it happens BOTH on the surface and not on the surface, and being on the surface has nothing to do with it. That's just pure coincidence that that's where the screenshot is taken from.

In fact, being floating in space is precisely why I had the RCS enabled. It was because I had just moved the kerbal over toward the area I wanted to construct things.

#6 - 01/29/2021 01:42 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.11.1
- % Done changed from 10 to 80

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

#7 - 02/05/2021 01:00 AM - Anth12

Jet Pack now doesnt work when Left Shift is used if a part is being gizmoed, and starts working again when a part isnt being gizmoed. Space or on Land

Resolved.

#8 - 02/08/2021 04:03 AM - Dunbaratu

victorr wrote:

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

I agree with Anth12 - this seems to be fixed now when I tried it in 1.11.1.

#9 - 08/17/2021 01:54 PM - Technicalfool

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Files

| | | | |
|-----------------|---------|------------|--------|
| screenshot4.png | 1.08 MB | 12/25/2020 | Anth12 |
|-----------------|---------|------------|--------|