Kerbal Space Program - Bug #26935

EVA construction clickghrough window

12/27/2020 06:04 AM - Dunbaratu

Status:	New		**Start date:**	12/27/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.11.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

There are two bugs I want to describe in the video below, but they are two different things. This issue covers the first bug:

When the EVA construction inventory window was up and I clicked on it - the click passed through to the lander behind it and made me click on the landing leg of the lander. That caused a tipover because of the second bug - but I'll describe that in a second issue. This issue is just about the clickthrough.

Please forgive the jitter in the movie file. That's just how it was when Twitch recorded the clip. In actual gameplay it wasn't jittering like that.

History

#1 - 12/27/2020 06:05 AM - Dunbaratu

Dunbaratu wrote:

> There are two bugs I want to describe in the video below, but they are two different things. This issue covers the first bug:
>
> When the EVA construction inventory window was up and I clicked on it - the click passed through to the lander behind it and made me click on the landing leg of the lander. That caused a tipover because of the second bug - but I'll describe that in a second issue. This issue is just about the clickthrough.
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> Please forgive the jitter in the movie file. That's just how it was when Twitch recorded the clip. In actual gameplay it wasn't jittering like that.

Also, please forgive the surprised yell in the clip - this was happening live as I was playing and I didn't understand why the lander tipped over.

Files

KSP_construction_fallover_clickthrough.mp4		9.54 MB	12/27/2020	Dunbaratu