Kerbal Space Program - Bug #27024

Transfer Crew popup often appears off-screen and can't be moved

01/09/2021 07:11 PM - MisterDoctor

Status:	New	**Start date:**	01/09/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Since there are a lot of inventory slots and also crew member sections, the UI window for command pods/crew quarters can become very long, even longer than the screen. It handles this well by having a scroll bar, which works well, but the Transfer Crew option can now be unavoidably very close to the bottom of the screen. When pressing it, the Transfer Crew popup is positioned relative to the button, and is often unusable due to mostly appearing off-screen. The popup also can't be moved. I'm not aware of a workaround for it.

The popup should check the screen bounds and not appear outside of those bounds. Maybe it could also be moved around by dragging its title bar, but not strictly necessary.

History

#1 - 01/12/2021 05:47 PM - BeanThruster

MisterDoctor wrote:

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Agreed, that's quite annoyng. I fixed this by reducing a litte bit the UI scaling in the graphics setting, which correspondingly reduce the context menu dimensions. With some trials and errors, you will hopefully find out a compromise which allows your tranfer window to pop up on screen, retaining your capability to read the menus

#2 - 02/22/2021 03:49 AM - robgod@hotmail.com

Another solution is to collapse the inventory panels of the individual crew members down, this will shrink the UI window and allow crew members transfer window to appear properly.

#3 - 02/26/2021 06:58 AM - desert

The inventory really needs to be collapsible, I wanted to report the same thing. It shouldn't be a difficult modification, since Kerbals already have collapsible inventories.

Files

screenshot13.png	2.21 MB	01/09/2021	MisterDoctor