Kerbal Space Program - Bug #28022

1.12 Parts get moved when hovering over Right click menu for part

06/24/2021 05:20 PM - Jackaroo

Status:	New	**Start date:**	06/24/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	Next Release	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Whenever I take a part and right click on it after placing, it grabs the part again when hovering over the right click menu. Attached is a video of the problem. Also attached the ksp.log . Also the video is on youtube here. https://youtu.be/1WUW8Ixobzk

History

#1 - 06/24/2021 07:45 PM - Anth12

Confirmed.

There are multiple issues happening here.

First Issue:

1. On entering the SPH/VAB for the first time select the mk1 pod as your first part. Right click on Mk1 Pod will pick it up when it shouldn't. Then delete part
2. Click on the Mk1 Pod on the left menu (which will pop up in the VAB by itself)
3. right click on the pod
4. Move the mouse pointer to the Menu

Then the following will happen:

1. Mk1 Pod will disappear when the mouse pointer is over the menu
2. The Mk1 Pod will now be attached to the mouse moving as if the player picked it up

Note: The Mk1 Lander Can and the Mk1 Cockpit also do this, its not just the one craft. Probably others as well

Video Evidence
https://youtu.be/1Mne2maOP4Q

#2 - 06/24/2021 07:53 PM - Anth12

Second Issue:

1. On entering the SPH/VAB for the first time select the mk3 pod as your first part.
2. Right click on the Mk3 Pod
3. Move the mouse pointer to the right click menu. Seems normal no issues
4. Delete Mk3 Pod
5. Click on Mk1 Pod in left menu
6. Right click on the Mk1 Pod and it will pick it up when it shouldn't
7. Move Mouse pointer to right click menu
8. Mk3 Pod Icon will appear to be behind the right click menu

It remembers the Mk3 pod...

Video Evidence
https://youtu.be/bahvSu-uVKI

#3 - 06/24/2021 07:58 PM - Anth12

Third Issue:

1. On entering the SPH/VAB for the first time select the mk1 pod as your first part

2. Right Click on the Mk1 Pod
3. Release Mk1 Pod
4. Click on Mk1 Pod again
5. Move into menu.

The Mk1 pod will disappear and a mk1 pod icon will appear in the the right click menu

Video Evidence
https://youtu.be/ZYnK6bBG41E

#4 - 06/24/2021 08:01 PM - Anth12

Lets complicated it slightly.

Follow Third Issue then:

1. Get a Mk3 Pod and attach it to the Mk1 pod
2. Click on the Mk1 pod and move it into the right click menu

Both parts will disappear and the Mk1 Pod will appear in the menu until moved out of the menu

#5 - 06/24/2021 08:06 PM - Anth12

Forth Issue:

Using a RC-001S Probe Core instead of a mk1 Pod for the First Issue:

1. On entering the SPH/VAB for the first time select the RC-001S Probe Core as your first part
2. Right click on the RC-001S Probe
3. Move the mouse pointer into the right click menu

Then the following will happen:

1. RC-001S Probe Core will disappear when the mouse pointer is over the menu
2. RC-001S Probe Core will reappear in its original position when the mouse pointer is no longer over the menu

Note: The RC-001S Probe Core isn't the only one that does this. Other probe cores of different sizes does it as well

Video Evidence
https://youtu.be/JcFrjqoCm7c

Files

2021-06-24 13-14-27.mkv	6.14 MB	06/24/2021	Jackaroo
KSP.log	455 KB	06/24/2021	Jackaroo