

## Kerbal Space Program - Bug #2808

### Mouse/camera inconsistencies in the space center

07/19/2014 10:18 PM - BobTheCannibal

<b>Status:</b>	Moot	<b>Start date:</b>	07/19/2014
<b>Severity:</b>	Very Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Win64	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

This is a combination of issues with the UI between/across different scenes:

- Middle or right clicking in the SPACECENTER scene will snap the mouse back to center.
- Rather than the expected camera controls as used in the VAB/SPH and/or FLIGHT scenes, the space center uses RMB to pan but MMB to move the camera's center. (IE, not the pitch/yaw angles.)
- View in the SPACECENTER scene doesn't reflect the state of the launchpad and immediate surroundings in the FLIGHT scene.

Affected versions: 0.21 (and previous?) through 0.24 for Win32 and Win64. (I bought through Steam, and I'm not about to go through the headache of making my Debian machine run Steam, KSP, etc...)

Steps to reproduce: Load KSP, start/resume a game, move the mouse from the center of the scene, click the middle or right mouse button.

Repeatability: Every time.

#### History

#1 - 07/27/2015 01:01 PM - Squelch

- Status changed from New to Moot

- % Done changed from 0 to 100