

Kerbal Space Program - Bug #28386

Slow dragging of sliders and windows is no longer smooth with slow mouse movements.

08/03/2021 11:57 AM - DocNappers

Status:	New	Start date:	08/03/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

When dragging sliders or windows in mods (e.g., those created with UnityEngine.GUI.HorizontalSlider or UnityEngine.GUI.Window) the motion of the dragging is no longer smooth (it was smooth in 1.11).

It appears that when mouse movement is below a threshold, the drag events aren't being registered or are being suppressed, which makes fine adjustment of such sliders (or window positions) very difficult. See the attached video.

This doesn't occur in PAW windows, however.

I've noticed this on Linux, but have heard others mention it on Windows installs too.

History

#1 - 02/21/2022 12:02 PM - DocNappers

This bug is still present in Version 1.12.3 and verified by another Linux user.

#2 - 10/10/2022 02:26 PM - DocNappers

DocNappers wrote:

This bug is still present in Version 1.12.3 and verified by another Linux user.

8 months later and this continues to be an issue in Linux.

#3 - 11/04/2022 04:28 PM - DocNappers

DocNappers wrote:

8 months later and this continues to be an issue in Linux.

This bug is still present in Version 1.12.4.

#4 - 02/28/2023 08:41 AM - DocNappers

This bug is still present in Version 1.12.5, two years after initially being reported.

Files

2021-08-03 13-28-23.mkv	2.55 MB	08/03/2021	DocNappers
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