

Kerbal Space Program - Bug #2850

Subassembly delete dialog allows click to pass through

08/01/2014 06:57 PM - Thanny

Status:	Duplicate	Start date:	08/01/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When you click the trash can to delete a subassembly, it displays a dialog asking for confirmation. When you click the Delete button, whatever part is behind the button grabs the click after the dialog goes away, detaching it from the ship. Since it can often be a challenge to get parts to align properly once removed from a complex design, this necessitates either undoing or reloading from a save.

History

#1 - 08/02/2014 11:45 AM - Master_Tao

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of Bug [#1987](#).

This is actually true for any dialog in the game. Usually it's not noticeable, but it's a workaround for a Mac-specific issue as described [here](#).

In this case, the easiest workaround is to drop the part and undo (Ctrl-Z/Cmd-Z).