

Kerbal Space Program - Bug #3371

Minimized Contracts pop open when conditions change

10/15/2014 08:32 AM - MalfunctionM1Ke

| | | | |
|------------------------|-----------------|---------------------|--------------|
| Status: | Closed | Start date: | 10/15/2014 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | 0.25 | Language: | English (US) |
| Platform: | Win32 | Mod Related: | No |
| Expansion: | | | |

Description

Minimized Contracts in the GUI while flying pop open once their conditions are updated/fullfilled.

This leads to the issue that you lose the contracts you are after out of sight.

Reproduce:

- Accept a contract while flying at Kerbin
- Minimize the Contract while you are flying
- Cross the needed altitude level of them
- The minimized Contract should have been opened by itself.

History

#1 - 10/15/2014 08:34 AM - MalfunctionM1Ke

- File 2014-10-15_00011.jpg added

- File 2014-10-15_00012.jpg added

Wrong Screenshots attached in OP.

Here are the right ones

#2 - 10/15/2014 12:07 PM - KD0PLS

- Status changed from New to Need More Info

Are you still able to use your scroll wheel on the mouse to scroll down to the contracts you are targeting? The fact that they open again after an update isn't a bug. It's to let you know that a step to completion has been met.

#3 - 10/15/2014 10:44 PM - MalfunctionM1Ke

Yes I am still able to scroll the Menu.

I asked Ted about that before posting here and he said it was unintended behavior that they pop open and I should add the Issue to the Bugtracker.

#4 - 10/25/2014 08:23 PM - Kirk

I find this behaviour unintuitive as well. Besides, if you cannot control which contracts are open and which are closed, there is no need to be able to open or close them in the first place.

#5 - 10/26/2014 02:41 AM - MalfunctionM1Ke

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

#6 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#7 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#8 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

| | | | |
|----------------------|--------|------------|-----------------|
| 2014-10-15_00012.jpg | 264 KB | 10/15/2014 | MalfunctionM1Ke |
| 2014-10-15_00013.jpg | 280 KB | 10/15/2014 | MalfunctionM1Ke |
| 2014-10-15_00011.jpg | 262 KB | 10/15/2014 | MalfunctionM1Ke |
| 2014-10-15_00012.jpg | 264 KB | 10/15/2014 | MalfunctionM1Ke |