Kerbal Space Program - Feature #527

Editing Crafts, allow user to press escape and any currently select part is put back where it was taken from.

04/08/2013 02:42 AM - lifegrasp

Status:	New	**% Done:**	0%
Severity:	Normal		
Assignee:			
Category:	Controls and UI		
Target version:			
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

Scenario:

I have 4 rocket engine assemblies in symmetrical pattern around the fuselage. I click on part to adjust only to loose placement of all rockets. No I have to press undo(which can not work sometimes) and remove the single piece that I can not put back on the fuselage.

If I could press escape and interrupt(thus canceling) my current selection, reverting it back, it would provide a better workflow user experience.

History

#1 - 04/13/2013 05:40 AM - hermes47

- Target version deleted (0.19.1)

#2 - 11/20/2015 09:19 PM - Squelch

Escaping the current editing process would be helpful to the player. The need to place or delete a part or assembly after a mistaken selection, followed by an undo is the only workaround. However, changes to the undo history mechanic make it far more reliable now. Tested in 1.0.5.1028