

## 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

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

### 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