

Kerbal Space Program - Feedback #6830

Staging diagram and the New/Load/Save/Launch/Exit bar in the craft editor (VAB/SPH)

02/01/2016 09:01 PM - nikokespprfan

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

If you get big crafts with lots of and/or big stages, the staging diagram will be in front of the New/Load/Save/Launch/Exit bar on the top. This is very annoying, because if I want to exit the VAB while having loaded a craft with a huge staging display, the display will be in the way.

History

#1 - 02/04/2016 08:05 AM - Kasuha

The more annoying part on it is when you want to adjust staging and exit VAB instead.

But UI was completely redone for new Unity so hopefully it will work fine in 1.1.

#2 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification