

## Kerbal Space Program - Bug #7115

### AppLauncher fire SetTrue()/SetFalse() inconsistently for 'right' AppLauncher Applications

02/28/2016 12:50 AM - ShotgunNinja

<b>Status:</b>	Closed	<b>Start date:</b>	02/28/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

To reproduce the problem, for any 'right' application in the AppLauncher (including the stock ones):

- hover into the button (show on hover)
- click the button (set toggle on)
- hover out from the button, in an adjacent 'right' button (show adjacent app)
- hover in the button again (back to showing the original app)
- click the button (should set toggle off, but IT DOESN'T)
- finally, hover out (app is STILL VISIBLE, incorrectly)

#### History

##### #1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/08/2016 04:45 PM - ShotgunNinja

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

I'm not able to replicate this in version 1.1.3. I'm flagging this as 'Resolved' myself, sorry if that is not considered appropriate.

##### #3 - 08/09/2016 02:52 AM - TriggerAu

- Status changed from Resolved to Closed

Thats perfectly appropriate ShotgunNinja.

Thanks for the update