

## Kerbal Space Program - Bug #9396

### ApplicationLauncher buttons do not behave as expected in the InputLockManager class.

04/22/2016 02:29 AM - Diazo

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/22/2016
<b>Severity:</b>	Very Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

There is a ControlTypes.AppLauncher\_Buttons object that appears to do nothing.

When you enable the control lock via `InputLockManager.SetControlLock(ControlTypes.APPLAUNCHER_BUTTONS, "ControlLock");` the application launcher buttons do not get locked out as expected and clicking them still works.

Instead, `InputLockManager.SetControlLock(ControlTypes.UI_MAIN, "ControlLock");` is what you need to lock to lockout the Application Launcher buttons.

To resolve I would suggest moving the locking out of the Application Launcher buttons to the AppLauncher\_Buttons object, or leave that in the UI\_Main object (it does make sense there also) and remove the AppLauncher\_Buttons object from the game.

#### History

##### #1 - 04/22/2016 04:49 AM - Diazo

Adding to my opening post, both ControlTypes.UI\_Main and ControlTypes.UI\_Dialogs lock out the toolbar buttons even though they are separate flags in the ControlTypes enum.

##### #2 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification