

Kerbal Space Program - Bug #9493

Very rapid double-clicking confuses the staging list

04/25/2016 07:06 PM - SolraBizna

Status:	Confirmed	Start date:	04/25/2016
Severity:	Very Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

My mouse is ancient and very heavily used. The latest malfunction it has developed is a "bouncy" mouse button. Click-and-hold frequently becomes double-click-and-release. Frequently, this happens when re-arranging parts in the staging list. Often this results in the disappearance of a button, or the appearance of a fat empty stage, or the banishment of the button into a weird layer behind the interface from which it cannot be retrieved.

Putting this on Very Low priority because:

1. It only affects people with a particular (rare) hardware problem, or who are being very silly.
2. Exiting and re-entering the VAB restores the interface to usability. (And, thanks to the new fast scene loading, takes only a moment.)

History

#1 - 04/25/2016 09:54 PM - sal_vager

- Status changed from New to Need More Info

Hi SolraBizna, could you get some screenshots of this and your logs please, I've seen something similar with an oversensitive touchpad.

#2 - 04/26/2016 06:33 AM - SunburstMoon

- File *duplicate_stages.jpg* added

- File *staging_disorder.jpg* added

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

I can confirm this, Windows 8.1 x64, Steam install of KSP 1.1.0.1230 x64.

Just by clicking and moving the mouse wildly over the staging list, I was able to reproduce at least one of the problems mentioned by SolraBizna, i.e. the fat empty stage.

While it did not affect anything aside from the UI itself, I also saw some weird reordering in the list: normally the stages automatically maintain numerical ordering but I was able to mess up the ordering by rapidly shuffling the stages up and down. It seems that nothing can be added to some of the empty stages, but they themselves can still be moved around, or removed by clicking on the little minus icon. Empty stages are removed and numerical ordering is restored when going to the launch pad or after clicking the new ship icon and then reloading the ship with the messed up staging (edit: sometimes the stages are not removed, only "emptied", but I'm not quite sure on the conditions to reproduce).

Doing the same stage shuffling while on the launch pad I also ended up with duplicated stage numbers, but again, affecting nothing more than the UI.

This seems to be caused by the UI or stage related code having a hard time trying to keep up with fast user inputs. So far I did not encounter the other problems mentioned in OP, but I know from experience how fast an auto-double-clicking mouse can be and there's no way I can match that speed! (now I wish I had not destroyed that buggy mouse of mine a few months ago...)

Screenshots added.

#3 - 06/29/2016 08:17 PM - FixerB

- File *20160627111018_1.jpg* added

- File *20160627111024_1.jpg* added

- File 20160628221102_1.jpg added
- File 20160628223244_1.jpg added
- File 20160628223303_1.jpg added
- File 20160628224458_1.jpg added

Steam, version 1.1.3, Windows 10.

This happens to me all the time. I can't even play the game.

If I don't drag the icon in the exact empty spot, 9/10 times it gets stuck.

When I click on it, it just disappears leaving empty spot in the stage folder (or whatever it's called).

When you start clicking on that stage folder, it may disappear.

One time it even glitched out to the main menu (screens).

Files

duplicate_stages.jpg	330 KB	04/26/2016	SunburstMoon
staging_disorder.jpg	322 KB	04/26/2016	SunburstMoon
20160627111018_1.jpg	147 KB	06/29/2016	FixerB
20160627111024_1.jpg	159 KB	06/29/2016	FixerB
20160628221102_1.jpg	242 KB	06/29/2016	FixerB
20160628223244_1.jpg	199 KB	06/29/2016	FixerB
20160628223303_1.jpg	203 KB	06/29/2016	FixerB
20160628224458_1.jpg	221 KB	06/29/2016	FixerB