Kerbal Space Program - Bug #9706

Reload Save broken on higher UI Scales.

05/08/2016 02:40 AM - lukeschlather

Status:	Needs Clarification		**Start date:**	05/08/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.1.2		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

I have my UI scale set to maximum. When I hit shift-F9 to reload a save, I cannot reload because the button is off-screen. I have to quit the game because I can't dismiss the menu.

You used to be able to double-click on a save, which would be a workaround. It would also be a workaround if just hitting "enter" after selecting a save loaded it. (I think this was the behavior in 1.0.)

1. ESC should dismiss the save menu.
2. The buttons should always be on screen regardless of UI scale.
3. Hitting Enter should load the selected save.

History

#1 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification