

## SoD Public Bugs - Bug #23138

### (Area) BD7230 - Open cage doors should not be difficult to click on

04/26/2016 04:50 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 04/02/2016
<b>Classification:</b> C - Minor	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

1. Start a new game
2. Ctrl+Space -> Travel to BD7230 -> Explore
3. C:CreateItem("bdkey11")
4. Ctrl+J to [2160.600]
5. Open the cage doors
6. Press Tab to see the door overlays
7. Try to close the cage doors

**Observed**  
The cage doors are difficult to close because the overlays are hard to click on. The overlays only cover the cage bars.

**Expected**  
The doors should be easy to click on. The overlays should cover the whole doors.

**Notes**  
Internal report #22233

When closed, the overlays correctly cover the whole doors. It should be the same when opened. See the attached screenshot. Split from #19022.

#### History

**#1 - 04/26/2016 05:30 PM - Richard Hilton**

- Status changed from New to Submitted

**#2 - 04/29/2016 03:07 PM - Filip Flechtner**

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

Fixed in v2.2.64.1.

**#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

#### Files

cage_doors.jpg	152 KB	04/02/2016	Filip Flechtner
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