

NWN:EE Public Bugs - Bug #40391

new toolset - icons grey out

04/04/2019 06:12 PM - Rags dude

Status:	Needs More Info	Start date:	04/04/2019
Classification:	Public Item	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Category:	
Found In Version:	8186		
Description			
Sorry for bad descriptions. Noticed after building for an hour or so and switching between area windows, that these set of buttons are greyed out. Can't figure out how to get them back on. Screenshot attached.			

History

#1 - 04/14/2019 11:09 AM - Rags dude

Noticed that upon closing an area tab that had changes and after confirming 'do you want to save', some icons grey out as I work in another area tab. This time, only display shadows, fog, and use area lighting buttons.

#2 - 06/25/2019 06:11 AM - Bill Harper

- Status changed from New to Needs More Info

Hi, thanks for the report. I was about to say I couldn't reproduce it, and then it happened to me. I haven't been able to determine exactly what causes it yet, but I'll keep trying. Have you had any more insight on this since the initial report?

Files

Capture.PNG	155 KB	04/04/2019	Rags dude
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