Kerbal Space Program - Bug #10278

Gameplay menu buttons (quickload/quicksave/etc) doesn't work after change focus/warp, +autosave stop working

08/04/2016 03:10 PM - ricasan

Status:	Acknowledged		**Start date:**	08/04/2016
Severity:	High		**% Done:**	100%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	PS4 - 1.1.0		**Language:**	English (US)
Platform:	PS4		**Mod Related:**	No
Expansion:				

Description

Sometimes the in-game menu buttons (shows by pressing options button in flight) stop working, appears to me when changing focus or doing a high number warp (above 10x) while in the map screen.
It prevents me from using the buttons from that menu (for example, cannot quicksave), despite being able of showing the config/settings and quickload submenus.
Using the cursor and "clicking" in those buttons make it visually "pressed", but no action is taken.

Plus to it, autosave stop working, since the game turn unplayable that way and i need to close the application (from PS interface) and reopen the game again, the game aways return to (immediately) previous state from that i detected the menu problem, showing when the persistent save was last written.

History

#1 - 08/04/2016 03:17 PM - ricasan

One more thing: i still can, while in the map screen, select another ship and select "change to", only once, but the game remains in the same active ship, and no action is taken.

#2 - 08/05/2016 02:12 AM - ricasan

ricasan wrote:

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https://www.youtube.com/watch?v=v34FD--Kj04

#3 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100