

Kerbal Space Program - Bug #1103

Non-button-style menu items don't respond under certain circumstances

07/24/2013 07:40 PM - SkyRender

Status:	Closed	Start date:	07/24/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.21	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

At present, not much is known about what causes this issue for certain. However, it is a significant problem when it does happen: all non-button menu items (the Space Center buildings and the main menu in particular) cease to function. The original events that led to this were:

- Started a flight with the Aeris 4a stock craft and flew it for about 7m30s
- Reverted to Spaceplane Hangar, then launched again for another 7m30s flight
- Reverted to Spaceplane Hangar, then left back to Space Center without doing anything else
- Once back at the Space Center, no Space Center buildings were selectable, and choosing to return to the main menu resulted in all main menu options not functioning either

Closing the game by force instead of via in-game menus and then restarting seems to fix the issue.

History

#1 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention