

# Kerbal Space Program - Bug #1110

## VAB Issues

07/25/2013 01:27 AM - Belwrath

<b>Status:</b> Closed	<b>Start date:</b> 07/25/2013
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 0.21	<b>Language:</b> English (US)
<b>Platform:</b> Win32	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

#### STEAM INSTALL

While I absolutely love the visual improvements of the new update (.21), I have ran into a couple of rather game breaking issues.

When I add a radial part, (IE radial detacher, radial mount chute, Chatterer, etc.) the part 'sticks' to my cursor and will not stay on the ship. I can click for ages and, the part will still pop right off with my cursor. So I thought to my self, oh well, didn't *need* that extra chute anyways :P

I proceeded to hit launch. Nothing happened. I could no longer select any buttons and had to force quit. I attempted to reboot without mods loaded, and that yielded the same results.

I realize this is a brand-spankin-new-fresh-off-the-press update, but I thought I'd get it out there. Haven't been able to find a work around for this yet, but if I do before someone else does, or a hotfix, I will post here to help the masses.

To recap:

Parts don't attach in VAB

Pressing launch causes all other buttons to dark out, exit does not respond, and no launch occurs.

Thanks for taking the time to read this :3

-Bel

System specs

Dell Inspiron 660

Intel i5-2320 @3GHz

8GB ram

64-bit Windows 7

Intel integrated HD graphics

I usually run KSP on low-med settings

### History

#### #1 - 07/25/2013 04:53 AM - klumhru

My problem is possibly related:

I attempted to attach the large ASAS, and it snaps into place but immediately snaps away to my cursor. I can not attach it again. The only way to exit is to alt-f4. This is non-radial straight stack attachment.

Further, after snapping back to the cursor, the attachment point on my vessel (green balls) where I attached the ASAS is no longer visible.

Windows x64

Massive specs.

#### #2 - 07/25/2013 07:35 AM - Ted

Could you please include your output\_log? It seems very similar to the following issue - [#1099](#)

#### #3 - 07/25/2013 12:22 PM - Ted

- Status changed from New to Need More Info

#### #4 - 07/25/2013 04:50 PM - Belwrath

Well, as I booted KSP up to attempt to get the output\_log (Sorry about not posting that, as this is the first game I have loved enough to report a bug :) Steam detected some corrupt files, and promptly installed. This seems to have fixed both my issues. Not sure if this will help anyone else.

Now just to find out which mods I can still use.

#### #5 - 07/25/2013 06:31 PM - Padarom

- File output\_log.txt added

I can confirm this bug. Happened quite often to me since 0.21 got released.

I don't know how it's reproducible, it seems like it happens sporadically (even though restarting KSP or the PC doesn't really help).

My problem however even goes a bit further: Sometimes when the part is attached to my cursor without me being able to place it, my game almost freezes. Framerates drop down to <5fps and everytime I try to push a button in this state, the game completely freezes for ~10 seconds before resuming the <5fps-framerate.

This bug makes it almost impossible to play for me, as most of my crafts require to have radially attached solar panels or stuff- And I don't want to be forced to only use inline items. Also it sometimes happens with inline-elements as well, as described by klumhru

I hope my output\_log.txt helps fixing this bug quickly :)

If necessary I can make a video of the bug, when it happens again.

#### **My system specs:**

Biostar TA770XE3

8GB DDR3-1333MHz RAM

64-bit Windows 8 Pro

AMD Phenom II X4 955 (@3.2GHz)

GeForce GTX660Ti OC

My video settings are all on max.

#### #6 - 07/25/2013 08:49 PM - Sithlord

I have been trying to find the source of this issue as well since it has been happening to me after last night's update whenever I place radial objects.

So far I had some success in fixing this by erasing everything inside my /parts folder as well as my /plugin folder. Maybe it has to do with some sort of mod incompatibility? Hope this helps.

#### #7 - 07/26/2013 12:37 AM - Belwrath

It seems there has been a hotfix. They addressed the issue of the whole unresponsive exit/launch. So half of the original problem is fixed. Still new to this and don't know how to change the priority and such. So if you know how and find this, feel free to change it :3

#### #8 - 08/06/2013 02:28 PM - flyboy425

I have a very similar issue. When building a rocket and trying to attach a part, it will attach for a split second then detach. The green connect ball will then disappear and the item is then sometimes permanently stuck to the cursor. Sometimes I am able to delete the item in the item select menu. Also, when I load a complete rocket, if I remove a section or part and place it off to the side, when I try to select the red highlighted removed section, it will select the other section I kept unchanged instead. I can only select the section with a command module. I'm clicking directly on the red highlighted section, and it selects the other. This happens almost 99% of the time. This needs to be fixed, I paid \$23.00 for this game and now I can't even build a single rocket!

#### #9 - 08/16/2013 08:23 AM - Ted

- Category set to Gameplay

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

#### #10 - 08/21/2013 10:25 PM - sibaz

I noticed this a lot in earlier versions of the game (before 0.20). Check the Alt+F2 log, if you see lots of exceptions, the game is unstable and you need to quit asap without saving, as any saved crafts will cause the same corruption on reload

#### #11 - 12/28/2013 03:17 AM - revzin

I have exactly the same issue since KSP 0.21. Every later game version up and including the current 0.23 is completely unplayable. I hope this will get a fix

Namely, adding any radial part breaks building completely, with FPS dropping to 3-5, Stack Overflow Exceptions flooding the console, green attachment marks freezing in place and a subsequent CTD

This happens on a fresh install.

How to reproduce:

1. Enter VAB
2. Add a command module

3. Add a fuel tank
4. Set symmetry to 2- or 4-sided
5. Try to add any radial-mounted part

Win7 Pro x64, NVidia GTX 550Ti, AMD Phenom II X4 955 (@3.2GHz), 8GB DDR3-1333MHz RAM

**#12 - 09/06/2014 10:43 AM - Maze**

still there on 0.24.2, VAB and SPH.  
also, "save ship" doesn't work.

windows 8.1 x64, x64 executable.

**#13 - 07/27/2015 05:55 PM - Squelch**

- Platform Win32 added
- Platform deleted (Windows)

**#14 - 11/17/2015 03:06 PM - sal\_vager**

- Status changed from Confirmed to Need More Info
- Severity changed from High to Low
- % Done changed from 10 to 0

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Also please reproduce this with an unmodded game and a new save, Squad cannot account for changes made to KSP by 3rd party code.

**#15 - 07/17/2016 09:40 AM - TriggerAu**

- Status changed from Need More Info to Needs Clarification

**#16 - 07/17/2016 06:43 PM - Belwrath**

- Status changed from Needs Clarification to Resolved
- % Done changed from 0 to 100

This bug was patched in a hotfix within the week. Also years ago. The original report was done on an unmodded save less than six hours after the update launched. It's also about as clear as can be. Radial parts broke the VAB. As I said before, this bug has been patched in a hotfix that was released within the week of the update launched.

Is there a way we can just close this ticket? Because the necro here is *ridiculous*.

**#17 - 07/18/2016 03:47 AM - TriggerAu**

- Status changed from Resolved to Closed

Hey Belwrath, thanks for the update, it's sort of a Necro in that we touched the ticket, but we did it as part of a big cleanup that is now underway, you can read more about it here: <http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/>

Previously you couldnt even set it to resolved, but thats more set now and I'll close this one out

Thanks again for the update

**Files**

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output_log.txt	1.39 MB	07/25/2013	Padarom
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