Kerbal Space Program - Bug #1166

Switching vehicles bug

07/31/2013 03:44 PM - marsfan

Status:	Closed	**Start date:**	07/31/2013
Severity:	Very Low	**% Done:**	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	**Language:**	English (US)
Platform:	OSX	**Mod Related:**	No
Expansion:			

Description

Create a spacecraft and crash it into the ground, then use the [and] keys to rapidly switch between debris, if it works, the screen will either go black, or show all sorts of weird things. Then go to the main menu and look at the back of the screen, and it might look like the attached picture.

History

#1 - 08/30/2013 09:44 PM - imjustmatthew

- Severity changed from High to Very Low

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/07/2016 12:07 PM - 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 occuring 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

Files

Screen shot 2013-07-25 at 2.19.54 PM.png	615 KB	07/31/2013	marsfan