

Kerbal Space Program - Bug #15500

Reticule On Contract Targets Jitters When Fastforwarding

06/20/2017 06:21 AM - Colonel_Camel

Status:	Closed	Start date:	06/20/2017
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Okay, first of all, this bug is actually for prerelease 1.2.9.1800 (Why is the prerelease bugtracker not accepting new entries?)

I've got a contract to expand one of my orbiting space stations and as a result, the station now has a little yellow square reticule placed on the station's icon in the Tracking Station map.

When I speed the game up, the reticule jitters around.

History

#1 - 06/20/2017 01:03 PM - Squelch

- Status changed from New to Need More Info

We are out of Pre-Release now so accepting issue reports for previous and subsequently updated versions serves no purpose. Please check in 1.3.0 and supply logs and other information so we can investigate?

#2 - 06/20/2017 04:36 PM - Colonel_Camel

Squelch wrote:

We are out of Pre-Release now so accepting issue reports for previous and subsequently updated versions serves no purpose. Please check in 1.3.0 and supply logs and other information so we can investigate?

Okay, so if you're out of prerelease, why does my copy of KSP still say "1.2.9.1800 (WindowsPlayer x64)- pre en-US"? Isn't Steam supposed to auto-update the game?

I just verified the integrity of the game cache and Steam didn't detect any abnormalities.

Do I need to manually update it somehow? How do?

#3 - 06/21/2017 07:11 AM - bewing

On the "Betas" tab of steam for KSP, you turn off betas. That will update you to the current release version. Which in this case is 1.3.0(1804).

#4 - 07/29/2019 10:08 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#5 - 07/29/2019 10:08 PM - chris.fulton

- Status changed from Resolved to Closed