

# Kerbal Space Program - Bug #18101

## Interior Overlay turns on after returning from Map view

03/17/2018 07:09 PM - raptor9\_ksp

<b>Status:</b>	Ready to Test	<b>Start date:</b>	03/17/2018
<b>Severity:</b>	Low	<b>% Done:</b>	80%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>	1.12.0		
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

Summary: if the Interior Overlay is on when the player goes to full IVA view, the Interior Overlay will activate on it's own every time the player goes to map view and back.

Reproduction: activate Interior Overlay View by clicking on button next to Kerbal portraits, then press C to go to full IVA, press C again to return to external view. Turn off Interior Overlay View, press M to go to Map view, and press M again to switch back. The Interior Overlay View is back on. It will reactivate on it's own every subsequent time the player goes to map view and back.

I was able to reproduce this behavior with the Mk3-1 by simply placing it on the launchpad. I then tested it with the DLC Mk2 (Gemini) pod, then the Mk1 pod, then the Hitchhiker pod; all had the same behavior. I unzipped a clean v1.4.1 64-bit install without the DLC installed, went straight to the VAB, and placed a Mk3-1 on the launch pad, and same behavior.

The above paragraph indicates to me that this bug is most likely affecting all IVA's of both core game and DLC crewed parts (I only tested a few crewed parts, not all); and is within the 1.4.1 core game itself, since it was reproducible in a clean 1.4.1 install without the DLC.

### History

#### #1 - 03/17/2018 07:48 PM - Nebbie

- File *Player.log* added
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10
- Platform *Linux* added

Confirmed, and my *Player.log* attached. This also happened to one of the streamers during the marathon I think, but I forget which.

Behavior seems to be that it remembers interior overlay state from the most recent IVA and forces that on exiting map mode, not just forcing interior overlay on.

#### #3 - 12/24/2018 12:37 AM - raptor9\_ksp

This bug is no longer present in 1.5.x or 1.6. This can be closed please.

#### #4 - 11/12/2020 01:49 AM - raptor9\_ksp

Bumping this bug report as good to be closed/marked as resolved.

#### #5 - 06/24/2021 10:38 PM - victorr

- Status changed from *Confirmed* to *Ready to Test*
- Target version set to 1.12.0
- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

### Files

Player.log	1.01 MB	03/17/2018	Nebbie
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