

Kerbal Space Program - Bug #2789

Launching a craft without a control source via launchpad may break UI.

07/18/2014 09:51 AM - a.g.

Status:	Closed	Start date:	07/18/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

To reproduce:

1. Save a craft without a control source, like a single fuel tank.
2. Click on the launch pad, select it and click launch. It will complain about the lack of control source.
3. Move the mouse over the VAB so that it highlights.
4. Click Launch Anyway.

The effect of that is that the game enters both flight and VAB, producing a stream of `NullReferenceExceptions` and breaking the UI so it's impossible to quit except by Alt-F4:

<http://i.imgur.com/U25Dnua.jpg>

If the mouse is moved to the button without highlighting VAB, everything works normally. This was reproduced on the 32-bit linux version.

History

#1 - 07/18/2014 11:05 AM - Kerolyov

Looks like this issue is confined to Linux as a quick test on Win 32 bit didn't replicate this one

#2 - 07/18/2014 11:46 AM - a.g.

Could be. The linux Unity version has some issues where input isn't properly captured. For instance, various edit boxes don't prevent the same keystrokes from also triggering various hotkeys. Possibly here the click on the button is also being handled by the background view to mean a click on the VAB.

#3 - 07/20/2014 11:17 AM - MrZephil

The problem is also present on Windows 64 bit, because it just happened to me now.

<http://imgur.com/fHks4aP>

<http://imgur.com/QOEoUCO>

I have triggered the bug very similarly :

1. Got out of the Hangar after saving a manned plane
2. Clicked on the LaunchPad, and chose a vessel
- 3 Got rid of the crew and launched the vessel despite the warning message.
4. Got back in the VAB with the launchpad in it.

#4 - 08/01/2014 11:40 AM - AndrewHansen

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This bug has been confirmed with pictures by four different people so far, from this page and [a forum thread](#) together. It occurs on all platforms. If I knew how, I would change the Platform to "All," the version to 0.24.2, and the priority to High. This is a game-breaking bug - the only thing you can do when it happens is force-quit the game, so I believe it deserves High priority.

#5 - 08/01/2014 12:22 PM - vexx32

- Platform Any added
- Platform deleted (Linux)

Affects all OSs.

#6 - 08/13/2014 01:28 AM - AlonzoTG

I would like to request a priority bump for this because there is a valid, if obnoxious, use case. I built a zeppelin (using plugin) with a science lab at SPC. Ok, but I couldn't figure out how to give it enough dv to get out of Kerbin, I want it on one of the several stock or plugin planets out there. So I need to get a booster section under it.

As luck would have it, I have a 100 ton capable ascent stage that I've used over 200 times. So instead of putting a normal payload on it, I simply slap an aftermarket SAS wheel and one of those super-fragile Clamp-o-trons Sr's on it. Now all I need to do is set the zeppelin for neutral bouyancy, and let mechjeb dock it to the stack on the pad. (I've done this before, it works!!!!, omitting a few details.) Now if I try to launch at anything more than 10cm/sec² the rig will break in all of ten different places simultaneously... But it is possible, with the help of several hundred veernors, to get the mofo into orbit with a 99% fuel load in the Zeppelin.

#7 - 07/19/2015 10:12 AM - Squelch

- Status changed from Confirmed to Resolved
- % Done changed from 10 to 100

Work done on the inputlocks and UI logic in the interim releases have now fixed this issue.

#8 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed