

Kerbal Space Program - Bug #28647

VAB: Intermittent Issue with naming a ship

07/22/2022 04:01 PM - Teranova

Status:	New	Start date:	07/22/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	Kerbal Space Program - 1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Problem

Sometimes, but not always, there is an issue with getting the game to focus on the test box for naming the ship, in addition sometimes this game loses focus on the text box while typing. This bug is hard to reproduce as it seems to happen randomly.

Recreation Steps

The following you tube link will help with understanding what is happening, and what I did leading up to the issue as I happened to be recording when it happened. Not shown on recording during the initial load sequence minimize the game to switch to other applications, like OBS, to fix the recording layers, and Spotify to pause my music though theoretically this should have no impact on the game.

<https://youtu.be/YJN92Lg0vgU>

At 4:48 I enter the VAB to begin construction of my ship.

At 6:40 I begin to try to name the ship

At 7:48 I am able to finish the name of the ship.

Additional Information

Mods

At the time of this recording, I do have a single mod installed, MechJeb2.

Log unavailable

However, I have encountered this problem on occasion before the mod was installed. I do not have the log file for this run, because when I restarted the game to try to reproduce the error, the log file was overwritten. How the attached log has details about my system, current version of the game, and the boot sequence of KSP if that helps. Though the log does not list anything related to attempting to name the ship.

Additional Information not included in the logs.

- My computer has a triple monitor setup.
- I was using OBS to record my game and streaming my gameplay to Twitch

History

#1 - 07/23/2022 12:44 AM - Anth12

Oh that must have been frustrating.

To counter that specific problem do the following:

Always pick/add a part before entering the name, then the problem you are having doesn't happen.

To clarify make sure the SPH/VAB is populated with at least 1 part before naming the craft.

Files

KSP.log

457 KB

07/22/2022

Teranova