

## Kerbal Space Program - Bug #28651

### Glitched/Inaccessible Map View

08/21/2022 09:37 PM - Phelidai

<b>Status:</b>	New	<b>Start date:</b>	08/21/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Map and Planetarium		
<b>Target version:</b>			
<b>Version:</b>	Kerbal Space Program - 1.12.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Occasionally while testing a mission that I have created in the mission builder, the map view button toggle will fail to work. Pressing the M key will not bring up the map view. When the map view is accessed by clicking the button found below the staging list opens the map view properly. After doing this, the map functions somewhat normally, although the map view focuses on Kerbol instead of the active vessel. When using the button to deactivate map view, the game falls into a state between the map view and normal view, which renders the game unplayable.

In my experience this seems to be tied to user created missions, as I have only encountered the bug when playing or testing user created missions.