

Kerbal Space Program - Bug #28658

Offset tool occasionally bricks SPH camera, and also bricks KSP itself if you leave the editor.

10/07/2022 12:24 AM - Proxiyl

Status:	New	Start date:	10/07/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Breaking Ground, Core Game, Making History		

Description

So, i've encountered a curiously **game-breaking bug that completely bricks the SPH and the VAB**. I've tried leaving the SPH or VAB when this occurs, but to no avail, as it also bricks the game outside of the SPH and VAB, the entire Kerbal Space Center along with the rest of kerbin is just gone, and replaced with an infinitely-massive black. UI to re-enter the VAB or SPH or any other facility is gone, too. There's been a few occurrences where the UI to leave the save still remains, but the main game screen is the same as within the save.

I'm *unsure* if this is related to some cursed **scatterer, WASDCameraContinued, or Parallax 2.0** bug or if not, but i would really like to have it investigated as it's started to get on my nerves. I have been unable to catch any screenshots of the bug, nor have i had any video-recording software going as this was happening. Though, i would've liked to have them on-hand to allow for further analysis.

Thanks,
Proxiyl