

## Kerbal Space Program - Bug #28679

### Certain parts disappear when adding to a rocket in the VAB after upgrading OS to Windows 11

12/26/2022 07:52 PM - marty0075

<b>Status:</b>	New	<b>Start date:</b>	12/26/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.12.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I recently upgraded my KSP to version 1.12.4.3187 (64-bit) (unmodded - downloaded from Kerbalspaceprogram.com) and was running it on Windows 10 with no issues.

A few days ago I upgraded my OS to Windows 11. Now when building a rocket in sandbox mode after I put several parts together (capsule, parachute, heat shield, stack separator) and I try to add another part like a FL-T400 fuel tank, the part disappears after I connect it to the rocket. At that point I am unable to click on pretty much anything and I have to close the window to get out of the program.

For what it's worth, the problem seems to be limited to certain parts - FL-T400 fuel tank, Rockomax Brand Adapter - to name just two that I've found.

Note that the problem occurs only when adding an affected part to another part. If I start with the FL-T400 fuel tank and add parts to it, there isn't a problem. Of course, this means I would be unable to stack or even use two or more FL-T400 fuel tanks on a given rocket.

Here is a link to a video (too large to upload) of the issue occurring:

[https://drive.google.com/file/d/1s4rD8yPKGpS3P9-q51tfqQHIN1chd\\_9E/view?usp=drive\\_web](https://drive.google.com/file/d/1s4rD8yPKGpS3P9-q51tfqQHIN1chd_9E/view?usp=drive_web)

I have also uploaded a copy of the KSP.log file associated with the problem.

I have been working with Aaron Paul in Private Division Support on this since 12/12/22. After several messages passed between us he suggested that I enter this bug report.

Things I have tried:

- Reinstalled version 1.12.4.3187 (64-bit) - no difference
- Starting a new sandbox session - no effect
- Downgraded to version 1.12.3.3173 (64-bit) with a new sandbox session - no difference
- Running the KSP executable with a compatibility mode prior to Windows 11 - no effect
- Running under a different Windows 11 user account - no effect

If there is anything else I can do or provide to help diagnose this issue, please let me know.

#### History

##### #1 - 12/26/2022 11:06 PM - Anth12

First thing. I am not an employee of Squad or Intercept Games but I have been involved in a lot of bug reports for KSP1 over the years.

I see in the video you supplied that the T400 tank you used has the older texture which is weird. That should not be there at all even after upgrading to 1.12.4 from a lesser version.

To test your problem I did the following but using Steam:

1. I installed 1.1.3 onto my computer after deleting the KSP folder. And ran it.
2. Upgraded it to 1.7.3 and ran it
3. Upgraded it to 1.8 and ran it
4. Upgraded it to 1.12.4 and ran it
5. I then upgraded to Windows 11 from Windows 10 and ran it.

The game is running fine. The T400 with the correct texture is attaching correctly.

Here is what I recommend you do:

1. Back up the KSP game folder i.e. Copy the entire folder and put it into another folder on the desktop perhaps. This is to keep your saves etc safe.
2. Uninstall KSP.
3. Delete the KSP installation folder because uninstalling doesn't always remove everything from the folder.
4. Download the full version of KSP 1.12.4. Don't upgrade from a lesser version.
5. Install
6. Test

**#2 - 12/27/2022 08:37 PM - marty0075**

Thank you!!! That appears to have solved the problem. Good catch on the older texture!

**#3 - 12/27/2022 09:08 PM - Anth12**

You are welcome. I am glad I could help.

One more thing. Now that you have a clean installation there might end up being shadow banding issues due to another bug

To fix:

Open settings.cfg within the main KSP folder. Search within the text for SHADOWS\_FLIGHT\_PROJECTION. Then change that and the others indicated to the following (set to 1):

```
SHADOWS_FLIGHT_PROJECTION = 1
SHADOWS_KSC_PROJECTION = 1
SHADOWS_TRACKING_PROJECTION = 1
SHADOWS_EDITORS_PROJECTION = 1
SHADOWS_MAIN_PROJECTION = 1
SHADOWS_DEFAULT_PROJECTION = 1
```

Any that are set to zero are wrong.

**#4 - 12/27/2022 09:27 PM - marty0075**

Thanks for the additional tip. All have been corrected.

**#5 - 12/27/2022 09:50 PM - Anth12**

Cool. That's the only bug I know of that is caused by a clean install.

**#6 - 12/27/2022 11:11 PM - marty0075**

Sorry - this is my first time using this bug reporting system. How do I close this bug report?

**#7 - 12/27/2022 11:27 PM - Anth12**

That sort of editing of bug reports are only up to Squad/Private Division employees. You have done everything you can.

**Files**

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KSP.log	486 KB	12/26/2022	marty0075
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