

## Kerbal Space Program - Bug #476

### Restart Button doesn't restart flights.

03/21/2013 05:55 PM - IvanTehFennec

<b>Status:</b>	Not a Bug	<b>Start date:</b>	03/21/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

While building my Truck for my Duna base, I tested it on the runway to check all the different things I needed. Needless to say, I crashed it, and wanted to restart the flight. I pulled up the menu, selected End Flight, End Flight again, then "Restart Flight". Instead of restarting the flight, it switched my active flight to one of my lonely command pods on Duna. I tried it again, using the same steps, and it still switched my active flight. Restarting the game did not fix the issue.

#### History

##### #1 - 03/21/2013 07:39 PM - IvanTehFennec

After some further testing, I've noticed, and taken down more detail about the bug.

It seems to happen when using this modded capsule. <http://kerbalspaceport.com/t-space-pod-iii/>

My game is very modded. Ferram, all of DEADBEEF's plugins, and quite a few others, along with KSP-X, and Firespitter's stuff.

I have been unable to re-create it in vanilla, but then again, I suck at persistence editing.

What I do:

Start Game

Resume saved game (persistence here: <https://lh.rs/QERsL9HBlgAv> I'll warn you, with a vanilla game you'll get spammed with "CANNOT LOAD" messages)

Go to SPH

Load new craft, using the command pod from the mod up top of this update.

Flip pod flat to the ground, using W on the keyboard.

Launch.

Wait for the physics to load, then I press ESC.

End Flight

End Flight

Restart Flight.

At that point, the game switched from the current flight, to whatever flight was at the top of the list in the tracking station.

It only happened using that pod, and only when I did it in that order. I don't have any idea how to re-create it in Vanilla, even using the exact same set-up. It MIGHT be a mod. I'll be going through every mod I have, parts & plugins, and find the culprit.

Output\_log: <https://lh.rs/Mz43UDWJi4HC>

##### #2 - 03/21/2013 07:55 PM - IvanTehFennec

Wrong link for output\_log, here's the right one. <https://lh.rs/hHzGRVNNiRwd>

##### #3 - 03/24/2013 06:50 AM - sal\_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is an issue with an addon, and not with KSP, you'll have to take this up with the addon maker, sorry.

Not reproducible without using a faulty addon.