

## Kerbal Space Program - Bug #484

### Selecting a Target in Map View Gives the Wrong Result

03/23/2013 12:25 AM - wbutler

<b>Status:</b>	Closed	<b>Start date:</b>	03/23/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Attached, please find a .zip containing a KSP save entitled "Will". In map view, when I attempt to select a docking target, the wrong craft is actually activated as target--and it's always the same craft.

#### Repro steps:

1. Load save state "Will".
2. Go to Space Center UI.
3. Go to Tracking Station UI.
4. Select "Kerbal One Probe".
5. Click "Fly".
6. Hit "m" key for map view.
7. Click on "Mission to Duna" craft to select it as target. This will be the only craft with a "ship" icon on the map orbiting Kerbin.

#### Expected result:

Pop dialog box showing "Mission to Duna" text and "Set Target" button.

#### Actual result:

Pop dialog box showing "Kerbal One" text and "Set Target" button. Clicking "Set Target" will result in the actual Kerbal One craft being selected.

#### Spew from systeminfo:

Host Name: STUDY  
OS Name: Microsoft Windows 8 Pro  
OS Version: 6.2.9200 N/A Build 9200  
OS Manufacturer: Microsoft Corporation  
OS Configuration: Standalone Workstation  
OS Build Type: Multiprocessor Free  
Registered Owner: <redacted>  
Registered Organization:  
Product ID: 00178-10540-78959-AB481  
Original Install Date: 1/26/2013, 2:08:19 PM  
System Boot Time: 3/18/2013, 9:39:24 PM  
System Manufacturer: OEM  
System Model: OEM  
System Type: x64-based PC  
Processor(s): 1 Processor(s) Installed.  
[01]: Intel64 Family 6 Model 15 Stepping 6 GenuineIntel ~2400 Mhz  
BIOS Version: Phoenix Technologies, LTD 6.00 PG, 11/6/2007  
Windows Directory: C:\Windows  
System Directory: C:\Windows\system32  
Boot Device: \Device\HarddiskVolume1  
System Locale: en-us;English (United States)  
Input Locale: en-us;English (United States)  
Time Zone: (UTC-08:00) Pacific Time (US & Canada)  
Total Physical Memory: 4,094 MB  
Available Physical Memory: 969 MB  
Virtual Memory: Max Size: 7,144 MB

Virtual Memory: Available: 2,104 MB  
Virtual Memory: In Use: 5,040 MB  
Page File Location(s): C:\pagefile.sys  
Domain: WORKGROUP  
Logon Server: \\MicrosoftAccount  
Hotfix(s): 68 Hotfix(s) Installed.  
[01]: KB2712101\_Microsoft-Windows-CameraCodec-Package  
[02]: KB2727528  
[03]: KB2729462  
[04]: KB2736693  
[05]: KB2737084  
[06]: KB2742614  
[07]: KB2742616  
[08]: KB2750149  
[09]: KB2751352  
[10]: KB2753842  
[11]: KB2756872  
[12]: KB2756923  
[13]: KB2757638  
[14]: KB2758246  
[15]: KB2761094  
[16]: KB2761465  
[17]: KB2764462  
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[63]: KB2812822  
[64]: KB2812829  
[65]: KB2815769  
[66]: KB2819372  
[67]: KB2823233  
[68]: KB2824670  
Network Card(s): 2 NIC Installed.  
[01]: Realtek PCIe GBE Family Controller  
Connection Name: Ethernet  
Status: Media disconnected  
[02]: Realtek PCIe GBE Family Controller  
Connection Name: Ethernet 2  
DHCP Enabled: Yes  
DHCP Server: 192.168.1.1  
IP address(es)  
[01]: 192.168.1.13  
[02]: fe80::89bf:8e48:11c8:928  
Hyper-V Requirements: VM Monitor Mode Extensions: Yes  
Virtualization Enabled In Firmware: No  
Second Level Address Translation: No  
Data Execution Prevention Available: Yes

## History

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### #1 - 03/23/2013 01:47 AM - Alchemist

One of the features of the target selection system is that you don't actually have to click the target ships icon, but its orbit line. But when there are multiple close orbits it's really difficult to select the right one.

Maybe it's better to make this a feature request: when in map view clicking on a craft's icon, automatically propose to select that craft as a target instead of checking for which orbit is clicked.

### #2 - 07/20/2015 10:44 PM - Squelch

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

The supplied scenario can no longer be loaded in 1.0.4, but from the described behaviour, this problem seems to have been resolved in the intervening patches.

### #3 - 07/27/2015 05:55 PM - Squelch

- Platform *Win32* added

- Platform *deleted (Windows)*

### #4 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from *Resolved* to *Closed*

## Files

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KSPState.zip

63.4 KB

03/23/2013

wbutler