

Kerbal Space Program - Bug #5211

Camera gets stuck when a craft (not being the current one) with a claw attaches to the active vessel

07/05/2015 02:27 AM - tirbelain

Status:	Duplicate	Start date:	07/05/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I just noticed this during a career-contract rescue mission but could also reproduce it in a newly started sandbox game.

The situation: I armed my rescue craft's claw, pointed the craft towards the rescuee and waited for the two crafts to connect. While waiting I switched over to the rescuee. When the claw attached, the camera switched its focus to Kerbin and was no longer controllable.

Additionally, the the newly connected craft experiences strange behavior. You cannot switch to it using the 'jump to next/previous ship' keys, it is not selectable in the map and accelerates in a strange way that looks similar to the behavior in Bug [#2753](#). Returning to the Space Center seems to restore normal behavior. Jumping back into the ship afterwards (via Tracking Station) does not show any more symptoms.

I attached the savegame with the new sandbox game (the quicksave has the situation prepared already, you just need to dock the two objects using the claw) and the craft file that was used in the savegame.

I am using the latest Steam version (1.0.4.861) of the game (btw. 1.0.4 is not selectable in the "version" drop down box for new issues). Actually I have a few mods installed (haystack, alarm clock, engineer redux and some visual modifications), but I don't think that that problem is related to the mods.

In case you want to use the (mod-polluted) savegame:

1. load the sandbox game from the attached zip file
2. load the quicksave and to to the one capsule in orbit
3. arm the claw
4. plot a course to grab the (engine & fuel tank) object, that is floating nearby with the claw
5. before grabbing occurs, switch over to the object to grab
6. as soon as the grabbing takes place, the described behavior starts

Instead of using the savegame, just use the *Docking Bug Test.craft*, launch it into orbit and perform the grabbing as described above. Docking with the docking ports does not cause the problem. I checked that with the same setup.

In my original game, where I first discovered this problem, the game froze for several minutes but did not crash (at least not immediately). After the freezing stopped, I could continue playing for a short time and then it crashed. But that crash might be related to the mods I am using.

As soon as I have the time, I will try to reproduce it with an unmodded game.

Related issues:

Related to Kerbal Space Program - Bug #5264: NPE caused by connecting active ...	Duplicate	07/24/2015
Is duplicate of Kerbal Space Program - Bug #2881: Controlling claw dockee thr...	Closed	08/28/2014

History

#1 - 07/05/2015 10:58 AM - tirbelain

- File *sandbox_stock.zip* added

I could reproduce it in Stock KSP just the same way as described. I started a new sandbox game and built the same craft from scratch.

The fastest way to reproduce it is just to load the quicksave from the *sandbox_stock.zip* and switch to the tank/engine object nearby. Then wait for the docking to happen.

#2 - 07/05/2015 02:13 PM - tirbelain

The crashes did not occur in stock KSP, so those are definitely related to the mods and can be ignored.

#3 - 07/25/2015 12:26 AM - Squelch

- Related to Bug #5264: NPE caused by connecting active vessel to non-active vessel klaw added

#4 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#5 - 12/08/2015 01:08 AM - Squelch

- Is duplicate of Bug #2881: Controlling claw dockee throws NullReferenceException, hell kraken arises added

#6 - 12/08/2015 01:09 AM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

- Version changed from 1.0.2 to 1.0.4

This is a duplicate of [#2881](#), and was fixed in version 1.0.5

Thanks for reporting.

Files

sandbox.zip	24.2 KB	07/05/2015	tirbelain
sandbox_stock.zip	24.5 KB	07/05/2015	tirbelain