

Kerbal Space Program - Bug #5220

"Switch Vessel" hotkeys hard lock game at Space Center overview

07/08/2015 10:45 AM - 5thHorseman

Status:	Closed	Start date:	07/08/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Summary:

If you have any vessels active in the game (Even just a Mk1 capsule on the launchpad works), then hitting "]" to switch to the next vessel while at the KSC window (where you can select which building to go into) hard locks the game.

32 bit windows, fresh stock install of 1.0.4, fresh game. I don't even have the official mods installed; my GameData folder has only the Squad folder in it.

Steps to reproduce:

- 1) Start a new save, or load an existing save.
- 2) (if you have no ships anywhere, ie your tracking station is empty) Put a vessel on the launch pad. A single Mk1 capsule will do.
- 3) Leave it there and return to the Space Center.
- 4) Hit the "]" key.

I would supply a log but the last stuff in it is the loading of the KSC scene.

Confirmed also in Linux by sal_vager, see <http://forum.kerbalspaceprogram.com/threads/128106->

History

#1 - 07/08/2015 10:48 PM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed on both Windows and Linux in 1.0.4

There is a warning when leaving the vessel on the pad that the save will not have progressed and will be reset to the last known save.

The same effect can be reproduced by leaving a vessel on the pad, exiting the game and restarting. As soon as the savegame is opened and KSC scene is displayed, pressing vessel switch will cause the lock up.

#4 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#5 - 08/14/2016 07:32 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention