

Kerbal Space Program - Bug #10218

Broken "EVA in Kerbin Orbit" scenario continuation

07/30/2016 12:03 PM - FixerB

Status:	Closed	Start date:	07/30/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

It appears that after destroying your ship in the Kerbin atmosphere (overheating), clicking on the failure menu "Quit to Menu", the button to start switches to continue.

Clicking the continue button brings you to (probably) middle (core) of Kerbin. With broken UI.

Half of the buttons doesn't work, and those which work, are glitchy (for example KSPedia window shows up, but there's no content in it).

"Esc" pauses, but doesn't show the menu.

Resetting the scenario brings everything back to normal.

For some reason only this scenario has this problem.

History

#1 - 06/18/2019 12:12 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 06/18/2019 12:13 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 06/19/2019 12:01 AM - chris.fulton

- Status changed from Resolved to Closed

Files

20160729185650_1.jpg	64.9 KB	07/30/2016	FixerB
20160729185709_1.jpg	95.8 KB	07/30/2016	FixerB