

# Kerbal Space Program - Bug #1125

## Cannot Exit VAB/SPH

07/25/2013 01:46 PM - Anonymous

<b>Status:</b> Closed	<b>Start date:</b> 07/25/2013
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Controls and UI	
<b>Target version:</b> 0.21.1	
<b>Version:</b> 0.21	<b>Language:</b> English (US)
<b>Platform:</b> OSX	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

**What Happens:** In the VAB/SPH, the Exit button does not respond. Clicking on it does nothing and it doesn't light up when rolled over.

#### How to Reproduce:

- Open the VAB/SPH.
- Try to exit. The button should not respond.

#### Notes:

- Occurs in fullscreen as well as windowed.
- Only way to exit VAB/SPH is to launch, then exit flight to Space Centre.
- Occurs in BOTH VAB and SPH.
- Unknown if bug occurs on Windows/Linux.

#### Specs:

MacBook Pro 13", circa 2009  
10.6.8 Snow Leopard  
8GB RAM  
Nvidia GeForce 320M

### History

#### #1 - 07/25/2013 01:53 PM - Mu

I believe we found/fixd this bug last night. Should be ready to test.

#### #2 - 07/25/2013 05:56 PM - Ted

- Status changed from New to Ready to Test
- % Done changed from 0 to 80

#### #3 - 07/25/2013 06:04 PM - Ted

- Target version set to 0.21.1

#### #4 - 10/21/2013 11:36 AM - Anonymous

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Sorry it took a while to clear this. No longer a problem, since 0.22 is out anyway.

#### #5 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed