Kerbal Space Program - Bug #12973

Display issue nav ball frame

10/12/2016 02:16 AM - marty_l

Status:	Not a Bug		**Start date:**	10/12/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

When you switch view from vessel view to orbital view (M) and open the nav ball and go back and forth between the nav ball frame is close down and need to be open back.

I'm playing on 1.2 ver. 1586

History

#1 - 10/12/2016 02:37 AM - ObiWanCanopus

In the main menu options, under the "General" tab is an option to "Autohide NavBall in Map View". Uncheck it and it should work.

#2 - 10/12/2016 02:42 PM - eboshi2525

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Technically, it isn't a bug.

#3 - 10/13/2016 09:16 PM - marty_l

Ok, do you know how to fix this?

Thanks in advance,

--Edit--

Indeed the setting "Autohide NavBall in Map View" was enable, never saw that before. Thanks

#4 - 10/20/2016 10:49 PM - JPLRepo

- Status changed from Confirmed to Not a Bug

- % Done changed from 10 to 100

Indeed this is not a bug.
The "autohide navball in map view" setting will do just that unless you turn it off.

Files

KSP.log	311 KB	10/12/2016		marty_l
persistent.sfs	53.5 KB	10/12/2016		marty_l