

Kerbal Space Program - Bug #13023

Editor Scene GUI flickering with large amounts of parts (requires mods) loaded in-game

10/16/2016 11:12 PM - JPLRepo

Status:	Closed	Start date:	10/16/2016
Severity:	Normal	% Done:	100%
Assignee:	TriggerAu		
Category:	Plugins/Add-Ons		
Target version:	1.2.1		
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

With a large amount of parts loaded in-game (from mods, as stock does not have enough) the GUI begins to flicker and misbehave in the Editor Scene.

Steps to Replicate:

- 1) Unzip attached file into GameData folder and start KSP.
 - 2) Enter the Editor scene.
 - 3) build a Cupola vessel (one part).
 - 4) Select each of the part categories one by one.
 - 5) Begin hovering over parts in the part picker, selecting random categories (usually one of the ones with lots of parts in it).
- Expected: No screen flicker, artefacts.

Fixes/Workarounds:

- run stock or have less than 300+ parts loaded.

Notes:

Does not occur in stock.

See the Forum Threads for more information and pics.

<http://forum.kerbalspaceprogram.com/index.php?topic/149977-the-ui-flicker-bug-in-stock/>

<http://forum.kerbalspaceprogram.com/index.php?topic/149768-parts-list-flickereditor-hud-elements-disappearing/>

Related issues:

Has duplicate Kerbal Space Program - Bug #13104: Disappearing texts in menus i...

Duplicate

10/24/2016

History

#1 - 10/16/2016 11:14 PM - JPLRepo

- Status changed from *New* to *Investigating*
- % Done changed from 0 to 20

#3 - 10/17/2016 01:49 AM - JPLRepo

- Status changed from *Investigating* to *Confirmed*
- % Done changed from 20 to 10

#4 - 10/17/2016 12:46 PM - Probus

- Severity changed from *Low* to *High*

This problem is low priority for a stock game, but is a high priority for modded installs. Upped the priority to high.

#5 - 10/20/2016 09:41 PM - TriggerAu

- Status changed from *Confirmed* to *Being Worked On*
- Assignee set to *TriggerAu*
- Severity changed from *High* to *Normal*
- % Done changed from 10 to 30

#6 - 10/21/2016 08:12 PM - Jebs_SY

One can view/install this .ckan config file (<http://pastebin.com/fs5rTMWG>) , **start the game, start a new career, go to the VAB, move the mouse and the UI/Toolbar is gone.**

Just tested it again. However, it is a huge list. Maybe it helps anyway, cause one can directly reproduce the UI / toolbar issue without much work. Maybe just to compare if it's gone.

#7 - 10/25/2016 02:51 AM - TriggerAu

Working on it and testing atm

#8 - 10/25/2016 02:51 AM - TriggerAu

- Has duplicate Bug #13104: Disapearing texts in menus in Vehicle Assembly Building and in Space Plane Hangar added

#9 - 11/02/2016 06:24 AM - JPLRepo

- Status changed from Being Worked On to Not Fixed

- % Done changed from 30 to 50

Most of the flickering has been fixed except for the scroll bar in the parts list.

<https://www.dropbox.com/s/ks116zjtyf3vz/ScrollBarFlicker.ogv>

#10 - 11/02/2016 07:26 AM - JPLRepo

- File 2016-11-02 17_06_48-Kerbal Space Program.png added

- File 2016-11-02 17_06_57-Kerbal Space Program.png added

#11 - 11/02/2016 10:15 AM - JPLRepo

- Status changed from Not Fixed to Being Worked On

- % Done changed from 50 to 30

#12 - 11/19/2016 09:44 AM - JPLRepo

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.2.1

- % Done changed from 30 to 80

Is fixed in 1.2.1 except for the part list scroll bar.

Which should be fixed in 1.2.2 when it comes.

#13 - 12/02/2016 08:30 AM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Files

_Flicker test files.zip	3.44 MB	10/16/2016	JPLRepo
2016-11-02 17_06_48-Kerbal Space Program.png	2.62 MB	11/02/2016	JPLRepo
2016-11-02 17_06_57-Kerbal Space Program.png	2.65 MB	11/02/2016	JPLRepo