

Kerbal Space Program - Bug #15652

Menu text missing on menu screen

07/13/2017 12:44 AM - Snark

Status:	Not Fixed	Start date:	07/13/2017
Severity:	Low	% Done:	50%
Assignee:			
Category:	Controls and UI		
Target version:	1.4.0		
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Not sure exactly how to reproduce this reliably. Symptom is that the game is left in a bad state on the main menu screen, such that it's just showing the background ("Mun or Bust" ship crashed on Mun) with no menu at all. See attached screenshot.

How I got there:

1. Was playing KSP normally.
2. Exit to main menu.
3. Alt-tab away into Windows for an hour or so.
4. Eventually alt-tabbed back into KSP and saw this.

I do that quite routinely, and have done so many times in 1.3 without this happening, so I don't have a way to reproduce it. No idea what's so special about this time. I looked at my KSP log file, and here's what it showed at the tail end:

```
[LOG 16:54:19.387] Flight State Captured
[LOG 16:54:19.388] Saving Achievements Tree...
[LOG 16:54:19.388] Saving Achievements Tree...
[LOG 16:54:19.389] [MessageSystem] Save Messages
[LOG 16:54:19.400] Game State Saved to saves/Test sandbox/persistent
[LOG 16:54:19.406] [UIMasterController]: HideUI
[LOG 16:54:19.409] [HighLogic]: ===== Scene Change : From SPACECENTER to MAI
NMENU (Async) =====
[LOG 16:54:19.410] [UIMasterController]: ShowUI
[LOG 16:54:19.410] Game Unpaused!
[LOG 16:54:19.626] [UIApp] OnDestroy: KSPedia
[LOG 16:54:19.645] [UIMasterController]: HideUI
[LOG 16:54:20.476] [UIMasterController]: ShowUI
[LOG 16:54:21.361] [ApplicationLauncher] OnSceneLoadedGUIReady: scene MAINMENU ShouldBeVisible() T
rue ShouldBeOnTop() True iIsPositionedAtTop False
[LOG 16:54:21.362] [ApplicationLauncher] SpawnSimpleLayout: VerticalTopDown
[LOG 16:54:21.363] [ApplicationLauncher] SetHidden:
[LOG 16:54:21.370] [MessageSystem] Reposition 0.02 17115
[LOG 17:18:38.931] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:18:39.042] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:18:39.151] Skipped rendering frame because GfxDevice is in invalid state (device lost)
```

...with that last "Skipped rendering" line repeated ad infinitum. I was able to take a screenshot, but nothing else. Had to kill it via alt+F4. The very tail end of the log file is thus:

```
[LOG 17:25:51.877] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:25:51.984] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:25:52.090] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:25:52.211] Skipped rendering frame because GfxDevice is in invalid state (device lost)
[LOG 17:34:42.146] SCREENSHOT!!
[LOG 17:34:50.909] [UIApp] OnDestroy: MessageSystem
```

History

#1 - 03/07/2018 12:57 AM - Squelch

- Status changed from New to Ready to Test
- Target version set to 1.4.0
- % Done changed from 0 to 80

#2 - 04/13/2019 11:05 AM - Anth12

- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

Ok. I know how to reproduce the menu issue in 1.3.1 quite easily. Just Alt Enter 2 times and the menu will disappear, however what usually causes the Mun or Bust screen's terrain to disappear

Yet 1.4.0 is Solid and doesnt lose the menu text when using Alt Enter However it pixelates instead of shrinking to a smaller screen size that the resolution is if its smaller than the full screen is. When it pixelates clicking on the buttons on the screen doesnt work properly

I would say...This isnt fixed because fixing this caused the pixellation to happen and clicking on the button issues, which happens most times I start KSP on a clean install which new players will experience.

Look to [#21611](#) . It will explain everything.

I would say that whatever fix was attempted here was pretty close, and just missed something minor.

Files

wtfmenu.png	938 KB	07/13/2017	Snark
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