

Kerbal Space Program - Bug #16114

[Modded] Odd labels appear when recovering parts from near pad

10/10/2017 08:53 PM - jwizardc

Status:	Closed	Start date:	10/10/2017
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
<p>I crashed a large ship in the water near the ksp facility. After recovering the kerbernauts (who used the launch escape system and lived), I began recovering the pieces of wreckage.</p> <p>With each piece I recovered, a bunch of interesting labels appeared around the facility.</p> <p>Attached video demonstrates.</p>			

History

#1 - 10/10/2017 09:40 PM - jwizardc

- File KSP.log added

#2 - 10/11/2017 06:24 AM - Squelch

- Subject changed from *Odd labels appear when recovering parts from near pad* to *[Modded] Odd labels appear when recovering parts from near pad*

- Status changed from *New* to *Need More Info*

I notice that you have a number of mods active in your log. Any one of them may be the cause of this problem, so could you please check that this still appears in a clean installation? We simply do not have the resources to debug mods and can only accept stock game issues here. If the problem goes away in a clean installation then adding each of the mods back one by one will usually identify where it comes from, and you may report it to the mod author. Please updated this issue using the updated status regardless of your findings so others may benefit. Thanks.

Mod DLLs found:

Stock assembly: Assembly-CSharp v0.0.0.0
KSPModFileLocalizer v0.2.1.10
ModuleManager.2.8.0 v2.8.0.0
ModuleManager.2.8.1 v2.8.1.0
CCK v2.0.1.0 / v2.0.1.0 for KSP 1.3
KAS v0.6.3.0 / v0.6.3 for KSP 1.3
MiniAVC v1.0.3.1
KerbalEngineer v1.1.3.0
KerbalEngineer.Unity v1.0.0.0
MiniAVC v1.0.3.2
KSPModFileLocalizer v0.2.1.10
CCK v2.0.1.0 / v2.0.1.0 for KSP 1.3
PlanetarySurfaceStructures v1.5.2.0
KIS v1.7.6468.41490 / v1.7 for KSP 1.3
KSPDev_Utills.0.28 v0.28.6465.41979 / v0.28 for KSP v1.3
MiniAVC v1.0.3.0
KSP-AVC v1.1.6.2
BetterManeuvering v1.0.3.1 / v3.1
BetterManeuvering.Unity v1.0.3.1
MechJeb2 v2.5.1.0 / v / v2.6.1.0
MouseAimFlight v0.0.0.0
DockingPortAlignmentIndicator v1.0.0.0
DPAI_RPM v1.0.0.0
MiniAVC v1.0.3.2
ModuleDockingNodeNamed v1.0.0.0
PlanetarySurfaceStructures v1.5.2.0
MiniAVC v1.0.3.0
PlanetShine v1.0.6121.34655
RealChute v1.4.6361.26777 / v1.4.4.0

Folders and files in GameData:
Aquila Aerospace
CommunityCategoryKit
CommunityResourcePack
Engines
KAS
KerbalEngineer
KerbalPlanetaryBaseSystems-1.5.2
KIS
KIS.fun_parts_pack
KSP-AVC
KWRocketry
ManeuverNodeEvolved
MechJeb2
ModRocketSys
MouseAimFlight
NavBallDockingAlignmentIndicator
NavyFish
Parts
Patches
PlanetaryBaseInc
PlanetShine
RealChute
SpaceY-Lifters
Stock folder: Squad

Utility
WillStr1
KSPModFileLocalizer.dll
ModuleManager.2.8.0.dll
ModuleManager.2.8.1.dll
ModuleManager.ConfigCache
ModuleManager.ConfigSHA
ModuleManager.Physics
ModuleManager.TechTree

#3 - 10/12/2017 04:50 PM - jwizardc

Yah. So. Hmmm. I did a clean install and I noticed that I don't have the parts displayed after a crash. I suppose this implies that it is indeed a mod causing the problem. I guess I'll install them from my active install one at a time until I find which one it is. This will probably take a while as I have, yano, a life. Well, sortof.

-jimc

#4 - 07/29/2019 10:16 PM - chris.fulton

- Status changed from Need More Info to Resolved
- % Done changed from 0 to 100

#5 - 07/29/2019 10:16 PM - chris.fulton

- Status changed from Resolved to Closed

Closed in efforts of database cleanup.

Files

2017-10-10 13-18-34.flv	1.48 MB	10/10/2017	jwizardc
KSP.log	1.68 MB	10/10/2017	jwizardc