Kerbal Space Program - Bug #17053

Controls become unresponsive using Simplified control scheme

01/20/2018 02:36 AM - nathan1

Status:	Investigating		**Start date:**	01/20/2018
Severity:	High		**% Done:**	20%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	PS4 - Enhanced Edition 2018-01-16		**Language:**	English (US)
Platform:	PS4, XBoxOne		**Mod Related:**	No
Expansion:	Core Game			

Description

The game can get stuck between modes sometimes (e.g. the highlighting visible on the UI indicates you're in a particular mode, but the controls that should work there do not). Whenever this happens the controls do not work (e.g. X, circle, square, triangle), and you have to enter the pause menu then return to the game to regain control.

For example:
1. You complete a contract, and a notification shows up.
2. You focus the app toolbar on the top-right, and open the notification.
3. You read the notification and hit X for "dismiss" or whatever it calls it in game.
4. Usually once you've dismissed the last notification the game is now in an in-between-modes state. The game highlights the app toolbar on the top-right as if you are in the "app toolbar" mode, but no buttons on the toolbar are selected, using the left stick does not actually select any buttons or make any visible change in the UI, and X, circle, square, and triangle have no effect. Holding triangle does not allow you to focus a different part of the UI and tapping circle does not restore control. If you open and close the pause menu and then tap circle you can get back out of this stuck state.

Another stuck state happens sometimes when you hit the left stick (L3) while you are editing a maneuver node. For this stuck state you have to hit the pause menu, exit the pause menu, hold circle to exit map mode, then re-open map mode to get the UI and controls to agree with each other again.

Another "between states" situation can occur with the part action windows. This doesn't always happen, but sometimes after you select one of the options in the part action window (e.g. hit X after navigating to one of the options on the part action window).

History

#2 - 05/01/2018 07:28 AM - bewing

- Status changed from New to Investigating

- % Done changed from 0 to 20

- Platform XBoxOne added

- Expansion Core Game added