

Kerbal Space Program - Bug #1751

Freeze when returning after cmnd-tabbing out

11/11/2013 11:17 PM - beelsebob

Status:	Closed	Start date:	11/11/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Version:	0.22	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
<ul style="list-style-type: none">• DESCRIPTOIN KSP freezes when you cmnd-tab to another application, and back again• STEPS TO REPRODUCE<ol style="list-style-type: none">1. Start flying a ship2. Cmnd-tab to another application3. Cmnd-tab back• EXPECTED RESULTS No crash• ACTUAL RESULTS KSP Freezes• CONFIGURATION Retina MacBook Pro Mac OS X 10.9			

History

#1 - 12/09/2013 04:45 PM - trbinsc

I'm not getting that here, although my Mac doesn't have a Retina display. Perhaps it has something to do with that?

Edit: Wait, this was 28 days ago?

Edit2: Oh, wrong project. I was in KSP public by accident. How did that happen?

#2 - 12/17/2013 01:43 PM - Ted

- Severity changed from Critical to Normal

Lowering priority as no-one else seems to be able to confirm this.
However, please do try it again when 0.23 drops.

#3 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 08/08/2016 12:40 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention