

Kerbal Space Program - Bug #1806

3D Picking Fails, works again after launch

11/24/2013 10:17 PM - NathanKell

Status:	Closed	Start date:	11/24/2013
Severity:	High	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	0.23		
Version:	0.22	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Issue: after reverting to VAB (or returning to space center), 3D picking fails. Buttons still highlight and work, but mousing over 3D objects does not highlight them, nor can one click on them.

Seems linked to Reentry flames.

Reproduce:

1. In VAB, create a new vessel: Octo core, 2x orange tanks, Mainsail.
2. Launch.
3. Fly up and turn, until you get reentry flames.
4. Revert to VAB.

Note that parts on the vessel do not highlight, though GUI buttons do. If you exit to space center, buildings do not get picked. If you exit to main menu, the text does not get picked (the text is, presumably, 3D gameobjects rather than GUI buttons).

If you are in the VAB with this issue occurring and launch again, however, picking is restored. You can then safely revert or return to space center. If you exited to space center rather than reverting, however, then that option will not be available and you must exit the game the hard way.

High since it will prevent any but a hard exit (ALT-F4 on Windows).

History

#1 - 11/25/2013 02:58 PM - Ted

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed here. Thanks for this report, massive help.

#2 - 12/18/2013 11:07 AM - Ted

- Status changed from Confirmed to Ready to Test
- Target version set to 0.23
- % Done changed from 10 to 80

#3 - 11/28/2014 03:29 PM - Squelch

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

This behaviour is not present in 0.25, so marking as resolved.

#4 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 07/17/2016 09:18 AM - TriggerAu

- *Status changed from Resolved to Closed*