

## Kerbal Space Program - Bug #18138

### Tracking Station UI is flickering when choosing between crafts around different planets

03/20/2018 11:36 PM - Anth12

<b>Status:</b>	Closed	<b>Start date:</b>	03/21/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

GOG 1.4.1 Stock Clean Install (core game only)  
Steam 1.4.1 Making History Stock Clean install

#### Description:

When choosing between crafts in the Tracking station around different planets the UI is flickering off and on.

#### How to replicate:

1. Load my persistent file.
2. Go to the tracking station
3. (a) Select the first craft on the left menu and then the second and third and so on.  
(b) Sometimes select it and have the craft icon come into view, sometimes select them too quickly so they don't come into view.

It will eventually start happening

It's possible that it's worse with more crafts that exist in the save. My main save is where it's the most obvious, but the attached persistent file will still show the problem.

#### History

##### #1 - 06/24/2019 11:46 AM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

##### #2 - 06/24/2019 11:46 AM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

##### #3 - 06/24/2019 05:37 PM - chris.fulton

- Status changed from Resolved to Closed

#### Files

persistent.sfs

749 KB

03/20/2018

Anth12