

Kerbal Space Program - Bug #18284

Low funds can't launch after crew select

03/29/2018 08:15 PM - Jered

<b>Status:</b>	New	<b>Start date:</b>	03/29/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	XBoxOne - Enhanced Edition 2018-02-22	<b>Language:</b>	English (US)
<b>Platform:</b>	XBoxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
<p>In career mode after making a ship in either the VAB or SPH that costs more funds than I have, and after selecting the crew to fly the mission, if I try to launch my craft I get the "Not Enough Funds" message. At this point I'm unable to press B to back out of the message box as the controls are locked on the crew select list. I have to restart the game at this point.</p> <p>To recreate:</p> <p>1: In career mode, build a craft that costs more funds than you have.</p> <p>2: Open the crew tab with cursor and select crew for the craft (may need to have extra crew pod, though I've done this just switching out the one kerbal).</p> <p>3: With the crew tab still open and the cursor still active, press the menu button on the controller and select launch.</p> <p>Expected Result: Pressing B on the controller to exit message box will instead dismiss and reselect crew with no way to advance or exit.</p>			