

## Kerbal Space Program - Bug #18898

### All planets and Sun disappear and flight graphics go dark

05/14/2018 02:39 PM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	05/14/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I've seen this on occasion, and it is hard to intentionally reproduce, but unlike Bug [#2360](#), I haven't been making changes to my graphic settings to trigger it. It just happens. As you will see in this video, the graphics are dark, and the Kerbal looks evil.

The problems in the log seem to start with these few lines (and hundreds more like them):

[LOG 09:22:18.217] Vessel Flag storage (unloaded) velocity resumed. Reference body: Sun vel: [NaN, NaN, NaN]

[ERR 09:22:18.220] Infinity or NaN floating point numbers appear when calculating the transform matrix for a Collider. Scene hierarchy path "Flag storage (unloaded)/mk1PodCockpit interior/model/mk1PodInternal/window/WindowFocusPoint"

[ERR 09:22:18.220] Infinity or NaN floating point numbers appear when calculating the transform matrix for a Collider. Scene hierarchy path "Flag storage (unloaded)/mk1PodCockpit interior/model/mk1PodInternal/window/WindowFocusPoint"

[ERR 09:22:18.220] Infinity or NaN floating point numbers appear when calculating the transform matrix for a Collider. Scene hierarchy path "Flag storage (unloaded)/mk1PodCockpit interior/ledPanelSpeed/model/ledPanelSpeed/toggleButton"

**Watch:** <https://youtu.be/3gFHfrDMYck>

**Possibly related to** Bug [#2360](#)

#### History

##### #1 - 05/14/2018 02:47 PM - jclovis3

- File *Node Tests.zip* added

Actually, this one seems easier to reproduce. Take the attached "Node Test" mission and open it in the editor. Then Test it. This test was designed to try and control the entry into the crew assignment node because it is bugged. In this test, I want to check that the intended vessel first does exist and that it is landed. When you run the test, advance the clock to 5 minutes game time, then drop out of warp. The vessel is spawned, but not within sight of the kerbal you start with like it used to. Press the bracket key to switch to a near by vessel, and you will be in space with nothing to look at. The brackets don't work anymore from here and you have to go to map view, where the bug seems to exist again.

##### #2 - 05/14/2018 02:57 PM - jclovis3

Just to add to this, if instead of using the brackets to switch vessels, you go straight to the tracking station, the station reports the vessel is landed on the Sun when it should be landed on Kerbin. When you switch to view this vessel, the sun is gone, and the bug starts again. Exit the tracking station and the dark scenes appear again. You have to completely close the program to get out of it.

##### #3 - 05/14/2018 03:47 PM - jclovis3

- File *Short log of events.txt* added

I have decided to try using a "Vessel Mass" node to detect that a vessel is spawned (where mass > 0.1 tons), and in another test, the events leading into the bug are included in this shortened log file. In all of these tests, the vessel referred to as Flag Storage is simply a MK1 Command pod for the Kerbal to go inside and grab a flag (hence the name).

[LOG 10:30:25.233] [Flag storage]: ground contact! - error. Moving Vessel up Infinitym

This is the first sign of problems from what I can tell. The new ground physics engine is having difficulty placing it on the surface and is raising it to an altitude of infinity meters (why, I do not know). Maybe the ground is too flat, or the spawn vessel node calculates the wrong altitude when you change the LAT/LONG. It's locked in so we can't spawn something just a little higher even if we wanted too, like a falling satellite or meteor.

## Files

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KSP Log.zip	486 KB	05/14/2018	jclovis3
Node Tests.zip	549 KB	05/14/2018	jclovis3
Short log of events.txt	2.17 KB	05/14/2018	jclovis3