

Kerbal Space Program - Bug #21430

Rovers stop responding to input on the runway and surrounding area.

03/01/2019 08:41 PM - Anth12

Status:	Updated	Start date:	03/02/2019
Severity:	Low	% Done:	10%
Assignee:	victorr		
Category:	Input Devices and Settings		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.6.1

Issue:

The following happens happens to my rovers:

No Control

The Brakes Button at the top of the screen no longer responds

There is power

The brakes are off

When it Happens:

- On Runway
- Around the grass area near the Runway.
- NOT sure if it happens elsewhere or not

Work Around:

At times I will move the camera around and I will get control again.

Extra Information:

- WheelRBConstraints pops up in the Debug Input Locks as per the screenshot.
- Looks to be 1.6 that this started happening
- At one point WheelRBConstraints got stuck on when in the Space Center scene and the SPH and in Flight so I had to restart KSP

Screenshot shows Input lock (only used the debug to try to see what was the cause)

History

#1 - 03/01/2019 08:51 PM - Anth12

- File Input Lock Issue 1.6.1.sfs added

#2 - 03/01/2019 08:55 PM - Anth12

- File Input Lock Issue 1_6_1.sfs added

Oops. Ignore other save it doesnt work because of the '!

Following video shows the issue:

<https://youtu.be/OKqpwLboStE>

Input Lock Issue 1_6_1.sfs is for the save

#3 - 03/01/2019 08:55 PM - Anth12

- File deleted (Input Lock Issue 1.6.1.sfs)

#4 - 03/01/2019 10:24 PM - Anth12

- File settings.cfg added

#5 - 03/01/2019 10:24 PM - Anth12

- File deleted (settings.cfg)

#6 - 03/01/2019 10:25 PM - Anth12

- File settings.cfg added

#7 - 11/08/2019 08:22 PM - victorr

- File Input Locks bitmask 110001_.png added

- Status changed from New to Confirmed

- Assignee set to victorr

- % Done changed from 0 to 10

#8 - 11/08/2019 08:32 PM - victorr

- Status changed from Confirmed to Need More Info

- % Done changed from 10 to 0

I was able to recreate the behavior by having the console open and mousing over the console. Also by playing in window mode and clicking outside the game. But no actual loss of control was experienced when playing the game. Could you please provide more feedback, specially with recent updates? Thanks.

#9 - 11/08/2019 11:12 PM - Anth12

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

KSP 1.6.1 (clean install GOG) no dlcs

KSP 1.8.1 (clean install GOG) no dlcs

"WheelRBCConstraints" was the input lock that kept showing up that was the issue.

Mousing over the debug menu just means that the input lock "DebugToolbar" was an effect that creates the same result.

I cant get it to happen the same as before both in 1.6.1 or 1.8.1, but it still happens at times causing the same result but for moments at a time
My computer is newer compared to when I did this testing in the past.

I wonder if its something that Unity is more susceptible to on a lower spec machine.

Is "WheelRBCConstraints" something that means anything?

Files

screenshot12.png	1.8 MB	03/01/2019	Anth12
Input Lock Issue 1_6_1.sfs	144 KB	03/01/2019	Anth12
settings.cfg	31.3 KB	03/01/2019	Anth12
Input Locks bitmask 110001_.png	1.16 MB	11/08/2019	victorr