

Kerbal Space Program - Bug #24477

Delta V tracker app opening multiple empty instances

12/06/2019 12:25 PM - BiggDich

| | | | |
|--|--|---------------------|--------------|
| Status: | Resolved | Start date: | 12/06/2019 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Application | | |
| Target version: | PS4 - Enhanced Edition 2019-12-10 Patch 10 | | |
| Version: | PS4 - Enhanced Edition 2019-12-05 Patch 9 | Language: | English (US) |
| Platform: | PS4 | Mod Related: | No |
| Expansion: | Making History | | |
| Description | | | |
| Each launch since the update has had multiple instances of the Delta V tool show up in VAB, SPH, and normal flight modes. Appears to be caused by another minor bug or issue where if you set it to display DV and then remove or replace the engines it's calculating then that stage is no longer calculating. That has been the only correlation that I've noted where this has duplicated. It does not remove the DV tool on the left or bottom, but does seem to cause significant slow downs when saving or loading. | | | |

History

#2 - 12/06/2019 05:30 PM - David.Wineinger

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

#3 - 02/15/2020 04:59 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#4 - 02/20/2020 07:30 PM - chris.fulton

- Target version changed from 1.9.0 to PS4 - Enhanced Edition 2019-12-10 Patch 10

#5 - 08/10/2020 03:17 PM - victorr

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

Files

| | | | |
|--------------------------------------|---------|------------|----------|
| 15756348431724774011375208858240.jpg | 3.12 MB | 12/06/2019 | BiggDich |
| 15756348954655271023125746851425.jpg | 3.14 MB | 12/06/2019 | BiggDich |