

## Kerbal Space Program - Bug #24497

**The Atmosphere gauge slider does not move past upper atmosphere when viewing the Altimeter in flight.**

12/11/2019 06:19 PM - chris.fulton

<b>Status:</b>	Closed	<b>Start date:</b>	11/18/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	Xbox One - Enhanced Edition 2019-12-05 Patch 9	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		
<b>Description</b>			
<u>Steps to Reproduce:</u> 1. Load into the Main Menu and select Start Game. 2. Proceed into a Sandbox game. 3. Proceed to the Launchpad. 4. Choose the AeroEquus stock vessel. 5. Proceed to launch. 6. Launch the AeroEquus. 7. Fly until the vessel is out of Kerbin's atmosphere. 8. View the Atmosphere gauge under the Altimeter.			
<u>Actual Results:</u> When viewing the Atmosphere gauge, the slider does not move all the way to the left side when leaving the atmosphere.			
<u>Additional Information:</u> <ul style="list-style-type: none"><li>• repro rate: %100</li></ul>			
<u>Expected Results:</u> The Atmosphere gauge will move naturally when leaving the atmosphere of a CB.			

### History

#### #1 - 12/11/2019 06:19 PM - chris.fulton

- File *AltimeterUIStuck.jpg* added

#### #2 - 12/11/2019 06:20 PM - nestor

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

#### #3 - 01/29/2020 11:53 PM - KnotOfScotland

Also causes ships in orbit to rotate as if being affected by drag (thus space stations become impossible to create) - Gamebreaking...

#### #4 - 02/20/2020 07:57 PM - chris.fulton

- Status changed from *Confirmed* to *Resolved*

- % Done changed from 10 to 100

Closing; Bug is fixed in the latest patch release.

#### #5 - 02/20/2020 07:57 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

AltimeterUIStuck.jpg	147 KB	12/11/2019	chris.fulton
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