

Kerbal Space Program - Bug #24680

ApplicationLauncher does not respond

01/21/2020 04:47 PM - draXalia

Status:	New	Start date:	01/21/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.8.1	Language:	Deutsch (German)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

How to recreate?

Open my world, enter any spaceship.
The "m" shortcut for the map does not work.
Open the map with the light blue button on the left bottom, and close it again.
The spaceship is invisible, you're staying zoomed out, all keys for the perspective don't work.

Problem?

Normal console output when closing map:
Camera Mode: AUTO
[ApplicationLauncher] SetVisible:

This does not happen in my case!
The console has no output at all.
I haven't found any console commands to restart/reset the launcher or do something manually.

History

#1 - 01/22/2020 01:14 PM - draXalia

I found the Problem. It's the spaceship "MK VI Sonde" which causes the Problems, no Idea why.
Anyway, I can continue exploring the Universe!

EDIT:

**The Error occurs every time a known ship gets out of range and is 'lost'.
Still no Idea why, but easy to fix:
Go to your savegame and delete the VESSEL in persistant.sfs**

Files

bug.zip	663 KB	01/21/2020	draXalia
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