

Kerbal Space Program - Bug #25149

Craft disappear from UI when "Switching To" other craft

04/10/2020 05:51 PM - bencoman

Status:	New	Start date:	04/10/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		
Description			
Steps to reproduce. 1. Load saved game 2. Switch to map view by pressing "M". Observe two ships: - Moon Explorer (which is landed) - Moon Explorer Launcher (the mothership) 3. Left-mouse-click the "Moon Explorer Launcher" then click "Switch To". 4. Switch back to map view. Observe the "Moon Explorer" ship has disappeared. Background: The Moon Explorer lander only has just enough fuel to get to orbit. Once I'd got it to orbit, I needed to "Switch To" the mothership so it could chase down the orbiting lander to rendezvous with it, but when I did that, the orbit of the lander disappeared. I then found I could reproduce the problem with the lander stationary on the ground. I can upload the saved game on request if someone can advise how to zip it.			

History

#1 - 04/10/2020 05:55 PM - bencoman

- File Kerbel_Issue_#25149.1.png added
- File Kerbel_Issue_#25149.2.png added
- File Kerbel_Issue_#25149.3.png added
- File Kerbel_Issue_#25149.4.png added

Here are snapshots of those steps to reproduce.

#2 - 04/11/2020 03:22 AM - bencoman

- File Kerbel_Issue_#25149_B2.png added
- File Kerbel_Issue_#25149_B3.png added
- File Kerbel_Issue_#25149_B4.png added

Further investigation... after reading a few places about craft not able to land automatically due to game mechanics assuming craft below certain orbits crash, I thought perhaps getting the lander back into stable orbit may help - but it didn't. After achieving stable 15km orbit and switching to another ship, the lander disappeared.

Steps...

- B1. Restored to same saved game at Step 1 above.
- B2. Returned to 15km orbit - both Ap & Pe. Observed two ships:
- Moon Explorer - the lander under current active control, 15km orbit
- Moon Explorer Launcher - the mothership the lander arrive in orbit attached to - 9.9km orbit lower than lander.
- B3. Pressed "M" to get map, clicked "Moon Explorer Launcher" > Switch To.
- B4. Pressed "M" to get map, observed only one ship. "Moon Explorer" has disappeared.

#3 - 04/11/2020 03:26 AM - bencoman

- File deleted (Kerbel_Issue_#25149_B2.png)

#4 - 04/11/2020 03:27 AM - bencoman

- File deleted (Kerbel_Issue_#25149_B3.png)

#5 - 04/11/2020 03:27 AM - bencoman

- File deleted (Kerbel_Issue_#25149_B4.png)

#6 - 04/11/2020 03:28 AM - bencoman

- File Kerbel_Issue_#25149_B2.png added

- File Kerbel_Issue_#25149_B3.png added

- File Kerbel_Issue_#25149_B4.png added

Sorry, mixed up files. These are the correct ones...

#7 - 04/11/2020 03:43 AM - bencoman

- File Kerbel_Issue_#25149_C1.png added

- File Kerbel_Issue_#25149_C2.png added

- File Kerbel_Issue_#25149_C3&C4.png added

- File Kerbel_Issue_#25149_C5.png added

Further triage info... immediately after separation from the mothership, the lander survives changes in control location

C1. Restored and older save game where the still docked mothership and lander had just arrived in orbit.

C2. Undocked and transferred control to the lander.

C3. Pressed "M" to get map and SwitchedTo another ship "Lab Traveller Ship"

C4. Pressed "M" to get map and SwitchedTo mothership.

C5. Observed both ships still exist.

#8 - 04/11/2020 05:13 AM - bencoman

- File Kerbel_Issue_#25149_D1.png added

- File Kerbel_Issue_#25149_D2.png added

- File Kerbel_Issue_#25149_D3.png added

- File Kerbel_Issue_#25149_D4.png added

- File Kerbel_Issue_#25149_D5.png added

- File Kerbel_Issue_#25149_D6.png added

Using just monopropellant I managed to limp into the vicinity of the mothership.

Made an interesting discovery, I could successfully switch control back and forth using "I" in the standard view, and when the lander was in-control its orbit showed, but not otherwise.

Steps...

D1. 2.1km from mothership - So far control has not switched away from the lander.

D2. Pressed "M" and see two orbits visible in map view. SwitchTo mothership.

D3. Pressed "M" and see only one orbit in map view. The lander has disappeared.

D4. But back in the normal space view, the lander is still visible 2.0km away.

D5. Close enough now to SwitchTo the lander by pressing "I"

D6. Pressed "M" to see lander orbit has reappeared in map view.

#9 - 04/11/2020 05:46 AM - bencoman

ahHA!! Isolated the problem as an Idiot Operator error.

At the Tracking Station discovered that "Lander" tracking was off. Ouch! Though I'm not sure what the default is, but I may have toggled a week ago while experimenting in the first few minutes playing the game and the impact meant nothing to me at the time. This must bite a few newbies.

Suggestion: When switching control away from a craft that is not tracked, provide a warning message like... "Previous craft untracked. To find it, enable LANDER at Tracking Station"

Files

Kerbel_Issue_#25149.1.png	921 KB	04/10/2020	bencoman
Kerbel_Issue_#25149.2.png	419 KB	04/10/2020	bencoman
Kerbel_Issue_#25149.3.png	395 KB	04/10/2020	bencoman
Kerbel_Issue_#25149.4.png	261 KB	04/10/2020	bencoman
Kerbel_Issue_#25149_B2.png	902 KB	04/11/2020	bencoman

Kerbel_Issue_#25149_B3.png	851 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_B4.png	829 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_C1.png	1.3 MB	04/11/2020	bencoman
Kerbel_Issue_#25149_C2.png	910 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_C3&C4.png	321 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_C5.png	615 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D1.png	161 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D2.png	431 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D3.png	426 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D4.png	213 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D5.png	399 KB	04/11/2020	bencoman
Kerbel_Issue_#25149_D6.png	412 KB	04/11/2020	bencoman