

Kerbal Space Program - Bug #25600

Engines go to full throttle when switching to or from map screen

06/14/2020 09:44 PM - pieindaface

Status:	New	Start date:	06/14/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Input Devices and Settings		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When I try to go into the map screen the engines will go to full throttle. Messed up a lunar base that I had setup, as I hadn't played in a while and kept switching to the map screen to get my bearings.

I have also found that hitting "<" and ">" will also affect throttle while in physical time warp, and if "<" is pressed while in on-rails warp 1x (orbiting), the craft will turn off SAS.

I have re-installed KSP 1.9.1 and encountered the same issues. The save I have included does have some mod parts, but this issue can be seen with a brand new save.

History

#1 - 06/15/2020 01:44 PM - Anth12

(Note: Im not an employee of Squad)

so without mods this still happens?

Steps I would take to eliminate this issue:

1. Remove all mods. (If a mod is causing a bug then its just wasting Squads time and money looking into this)
2. Disconnect any devices like controllers or joysticks
3. Delete settings.cfg before starting KSP to force the game to recreate a default file with default keybindings.

Files

This time we will win.zip	93.1 KB	06/14/2020	pieindaface
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