

Kerbal Space Program - Bug #25716

Camera randomly zooms out from craft in flight view when switching back and forth to map view.

07/06/2020 06:18 AM - MechBFP

Status:	Resolved	Start date:	07/06/2020
Severity:	Low	% Done:	100%
Assignee:	Technicalfool		
Category:	Camera		
Target version:	1.11.1		
Version:	1.10.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Occasionally when changing back from map view to flight view, the camera will be zoomed out very far, requiring manual zooming in to be able to see the craft again.

This may have also occurred very very rarely in previous builds, but it is quite common in 1.10.

History

#1 - 07/06/2020 11:58 AM - klesh

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Can confirm that its happening more in 1.10 than in the past for me. No reproduction steps yet.

#2 - 07/07/2020 04:46 PM - Technicalfool

- Assignee set to Technicalfool

#4 - 07/07/2020 05:25 PM - icosahedron1

- File Newby Satellite.craft added

Found replication steps in my savegame. It was only reproducible during sub-orbital flight.

I attached my whole craft below. It happens more noticeably above 60km height and becomes more excessive as altitude increases. At 120km height it zooms far enough that I can't even see the craft.

Steps to replicate:

1. Launch rocket straight up with sas(for stability).
2. Separate stage when boosters are empty.
3. Swap to map/press M during free ascent.
- (4?). Separate to final stage. Bug still persists but not to the same extent.

Craft file - <https://dropfiles.org/aUhomWHf>

#5 - 08/26/2020 05:12 PM - Alain

- Platform Linux added

I also experience this bug in linux. I'm almost sure my craft was in orbit, but it might also have been in a suborbital trajectory with almost orbital velocity. What was interesting is that it seemed to zoom out just as far as needed to show both the craft and the detached stage. I could repeat this multiple times, and the stage was always just visible at the edge of the screen. To me, it seems like the code thinks the detached stage is still a part of the craft which should be shown.

Thanks for making my favorite game, hope this helps!

#6 - 10/31/2020 03:10 PM - KerbalKiller2000

I also noticed that it happens a lot when going to another planet/moon, and it doesn't just happen during suborbital flight for me. It happens most when on a suborbital trajectory, although it still happens when in orbit.

#7 - 01/29/2021 01:51 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.11.1
- % Done changed from 10 to 80

We've made some changes in the latest version of the game and would like some feedback on this issue. Thanks.

#8 - 07/06/2021 04:12 PM - KerbalKiller2000

I am running KSP version 1.12, yet I am still having this issue; however, it does seem like it occurs less frequently than previous versions.

#9 - 08/06/2021 06:37 PM - Technicalfool

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

This should happen a lot less often. Do please continue to report if you're getting this issue a lot.

#10 - 08/07/2021 03:09 PM - MechBFP

I played 1.12.2 for about 30 minutes yesterday, started a new science save, and it happened 3 times during that session. Definitely still an issue during sub-orbital trajectories at least.

Files

Newby Satellite.craft	41.7 KB	07/07/2020	icosahedron1
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