

Kerbal Space Program - Bug #25770

Wrong camera

07/13/2020 04:29 PM - 14bauhr

Status:	New	Start date:	07/13/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

In rare cases, the zooming is opposite, and the screen is from a camera in fix location relative to the craft, instead of a moveable one, which means the image get strangely streched when zoomed out.

History

#1 - 07/13/2020 04:30 PM - 14bauhr

- Version changed from Build 02853 to 1.9.1

#2 - 07/14/2020 01:09 AM - Anonymous

It is possible that KSP thinks your modifier key (Left Alt on Microsoft Windows) is being held down.

If keys + and – zoom in and out, then Alt+ and Alt– increase and decrease the angular field of view.

When my zoom-in key misbehaves like this, I tap Alt and it behaves correctly.