Kerbal Space Program - Bug #25967

Stuck in Space Center

08/16/2020 04:13 PM - Ozzian

Status:	New	**Start date:**	08/16/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.10.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

Quite often the UI stops adding the buttons Space Center view and you cannot enter in any of the buildings nor space. To recover, you need to restart the whole game.

1. Reproducing a Bug

- Play in committed hard-mode career mode (no quicksaves / loads).
- Have a tons of relay-satellites around the solar system. (Potato computer might help here too :D)
- Build a complicated ship with multiple parts in VAB.
- Launch the ship (leaving some parts on the launch pad, and drop some parts in the sea too.
- Once you are in stable orbit, go back to Space Center view.
- From the space center view, click on the pieces on the launchpad & sea, and click recover (and do it as quickly as you can, as there are plenty of parts, and your computer is slow).
- Three times out of five (complete repro), the UI doesn't render the recover screen and after that you are stuck in the Space Center view. You cannot go to any other building and even returning to the main menu doesn't fix this issue. You need to restart the game.

2. Excluding variables

No mods, no DLC. Only the core game.

3. Isolate the bug

Only recovering the parts in the Space Center mode seems to do this. The UI flashes the "recover screen" that usually describes what were recovered, but it vanishes before allowing me to read the contents. Perhaps related that the parts are usually the support structures?

4. Post debug information

-- need to add console info (didn't notice this part.. fixing as soon as i get into the same situation).
It is very helpful to us to see the output of the debug console when these bugs take place. The debug console can be opened with Alt+F2 (RShift+F2 on Linux), and hopefully it will contain some information about what happened. If the game crashed before you could see the console, you can see the console output on the .log files that are saved in the KSP_Data folder.

5. Screenshots and videos

Added screenshot

6. The latest version

Using steam with auto-update. 1.10.1.2939 (WindowsPlayer x64) en-us.

7. Bugs are no reason to be angry

I love the game! Here to help :)

8. The Follow-Up

-- nothing yet---

History

#1 - 08/16/2020 04:14 PM - Ozzian

- Description updated

#2 - 08/16/2020 04:54 PM - Dunbaratu

Do the following steps do anything?

On the stuck Space Center screen, hit Alt-F12 for the debug dialog, and select "input locks". There should be a button for "clear input locks". If using that button makes the space center work properly again, then you have a workaround, and the devs can use that information to help narrow down the cause (i.e. if this workaround makes things work again it proves the cause is something about input locks not clearing.)

The game has a strange means of enabling/disabling different controls in different scenes by a long string of about 60 different bit flags. (i.e. will clicking an orbit line add manuever nodes? Not if you don't have the right building upgrades. Can you move the steering controls (not if you lack signal to a remote probe on hard settings), etc.) Those locks are also used to make some controls only work on some scenes (i.e. stage button disabled if on map view). Sometimes when the scene switches to the space center the lock flags don't get changed right to enable clicking on space center buildings. Usually that problem is caused by mods failing to completely clear their locks when they get destroyed on scene changes, but maybe the stock game could have such a bug too.

#3 - 08/16/2020 05:45 PM - Ozzian

Dunbaratu wrote:

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Thanks for input! I have a slight problem with the "input locks" - my F9 to F12 (and pause, scroll lock and print screen) buttons are broken: Few months ago, too aggressive SAS caused some wine spillage to my keyboard in mid flight, rendering the top right buttons inoperable. Is there some other means to access the menu to reset the input locks? (...or should i just cave in and buy a new keyboard :))

While I do agree with your thinking of some locks not resetting, I don't have similar problems (locked out of control) when in space or controlling ships - only some low FPS when all the relays & debris are shown on map screen. The described issue is only with the Space Center view (for me).

#4 - 08/17/2020 10:14 PM - Dunbaratu

Ozzian wrote:

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I looked and I can't find it on the settings screen. I suspect it's hardcoded because it's a debug tool, not a normal part of the user controls. If you cannot press F12, then it may make this impossible to test. While it's not an ideal solution to the inability to get to the debug window, LinuxGuruGamer's ClickThroughBlocker mod might help because it comes with a 'clear locks' button you can click on on the toolbar that I believe does the same thing as what the Alt-F12 debug menu would let you do with its clear input locks button. At least trying that as a one-time install would let you test if the input locks are indeed where the problem is.

> While I do agree with your thinking of some locks not resetting, I don't have similar problems (locked out of control) when in space or controlling ships - only some low FPS when all the relays & debris are shown on map screen. The described issue is only with the Space Center view (for me).

Yeah but there are different control lock flags. It's possible to only mess up this one (the one for the space center buildings) and not any of the others. Besides, I have definitely seen this exact scenario before (all the locks work fine **except** this one, making the space center not work because none of the buildings are clickable nor do the buttons appear along the left of the screen.) In these scenarios, Clear input locks on the Alt-F12 debug menu made it work. If this particular lock is stuck on, you'll never notice anything wrong on other screen because it is **supposed** to be locked out on all the other screens. Only on the space center screen is it supposed to get unlocked.

Files

Kerbal Space Program 16.8.2020 18.48.57.png	3.28 MB	08/16/2020	Ozzian