

# Kerbal Space Program - Bug #28045

## Ver 1.12.0 Alarm freezes when you switch ships

06/25/2021 08:07 PM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	06/25/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

Evidence: <https://youtu.be/brnbV3YSJ1M>

New career started just for version 1.12. Vanilla install (no mods, ever). Making History and Breaking Ground installed but not applicable to this feature.

To reproduce, have two ships in space with one in a safe orbit. Plant a maneuver on the orbiting ship, and notice the alarm timer counts down. Switch to the other ship and notice the alarm timer stops. Start to delete the alarm to note the date/time of the event, then cancel. Repeat several times to notice that the alarm event keeps being pushed back because the timer is not counting down. It appears the alarm does not record the actual end time but instead counts down the clock ticks. This is a poor way to set an alarm.

My Rig: AMD Ryzen 7 2700, NVIDIA GeForce RTX 2060, 64 GB DDR4 2666MHz.

Expected result: Alarm should be record by its end time and the countdown should be the result of a calculation. This would prevent the alarm from freezing when you switch ships.

### History

#### #1 - 06/26/2021 11:18 AM - Anth12

Confirmed

Craft will start updating again if in the tracking station and the craft is chosen but only temporarily

#### #2 - 06/26/2021 11:50 AM - Anth12

- File Alarm Clock Active Vessel Only.sfs added

KSP 1.12.0 BG + MH

Follow video shows switching between two crafts close to each other in orbit. Only the active vessel is having the Alarm countdown working. Video is 22 seconds long.

[https://www.youtube.com/watch?v=McgtM\\_Lj66A](https://www.youtube.com/watch?v=McgtM_Lj66A)

"Alarm Clock Active Vessel Only.sfs" is a quicksave from the video

#### #3 - 06/26/2021 07:27 PM - dpirch

Apparently this happens only if "add burn time to..." is selected for the alarm.

So a workaround is to deselect "add burn time" for each maneuver alarm (and manually add enough margin instead)

#### #4 - 06/26/2021 11:19 PM - Anth12

dpirch: Yeah its working well now. Good discovery

#### #5 - 01/15/2022 05:15 AM - Sonny\_Jim

I'm still getting this bug, perhaps a quick fix for now would be to default 'add burn time' to disabled or remove it entirely?

### Files

