

Kerbal Space Program - Bug #28093

Maneuver Alarm gets stuck

06/28/2021 02:56 PM - jackmcsly

Status:	New	Start date:	06/28/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.12.0	Language:	Português-Brazil (Portuguese-Brazil)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

On the new alarm app, several times the alarm for maneuver nodes gets stuck, some users have reported they don't work at all <https://forum.kerbalspaceprogram.com/index.php?topic/203226-kerbal-space-program-112-on-final-approach-grand-discussion-thread/page/7/>

Upon switching to the craft with a stuck alarm, the alarm updates and if it's in the past the message flashes immediately.

History

#1 - 06/29/2021 05:31 PM - poopslayer78

This bug is present in the Linux version as well.

#2 - 07/02/2021 01:27 AM - jclovis3

Duplicate of Bug [#28045](#)

Ver 1.12.0 Alarm freezes when you switch ships

<https://bugs.kerbalspaceprogram.com/issues/28045>