

Kerbal Space Program - Bug #28139

Alarm countdown stops for certain vessels, causes missed alarms.

07/01/2021 05:31 AM - Deepspeed

Status:	Confirmed	Start date:	07/01/2021
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Using Windows-64, latest updates, stock game, all DLC.

When using the new alarm feature to track maneuvers, some of the vessels in the alarm list will show a frozen, static time which never changes. This happens to seemingly random vessels at seemingly random times, but they stay frozen once it happens. But...

Going back to the tracking station and clicking the offending vessel in the list will update the alarm time and get it ticking again. If you're too late, clicking the vessel will make the alarm go off instantly, only to realize you're at +4m on your important rendezvous burn. But the alarm won't go off while the timer is frozen.

My temporary fix is to go to the tracking station and simply click through every vessel to update the alarm list once in a while just in case.

History

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

Duplicate of Bug [#28045](https://bugs.kerbalspaceprogram.com/issues/28045)
<https://bugs.kerbalspaceprogram.com/issues/28045>
"Ver 1.12.0 Alarm freezes when you switch ships"

#3 - 07/07/2021 04:26 PM - David.Wineinger

- Status changed from New to Confirmed

- % Done changed from 0 to 10