

Kerbal Space Program - Bug #28310

in Time Warp, Map View spins when mouseover is on the new Alarm Clock panel

07/17/2021 11:23 PM - Dunbaratu

Status:	New	Start date:	07/17/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

(Actual KSP version is 1.12.1, but that number isn't in the pulldown list for Version on this website).

To reproduce:

- 1 - Put a small probe in Kerbin low orbit, and have it as your active vessel.
- 2 - Get into the Map View.
- 3 - Open the Alarm Clock panel.
- 4 - With the mouse **outside** the alarm clock panel, increase time warp up to a high value like 10000x.
- 5 - Move the mouse back over the the Alarm Clock panel.

Effect: The map view starts spinning around for some reason.

Note: A while back as the modder working on KOS, I had this **exact** same effect on the map view when a user would click the keyboard focus into the KOS text terminal window. I could never figure out how to fix it. As near as I can tell the map spinning effect seems to trigger when one of the input lock bits is disabled, so that when you have a legit reason to lock out inputs it also spins the map if you were looking at the map at the time.

Further info: it seems the map spin rate is somehow tied to the navball spin. If your navball is turning, the map seems to turn at about the same rate. (when in low kerbin orbit the navball turns as your craft orbits around kerbin in time warp, but you seem to also be able to get the map to spin by just having your ship rotating around its axis to make the navball spin.) The connection seems to be "if your navball is rotating, the map view will rotate when you lock out some of the inputs and are on the map view".

History

#1 - 07/17/2021 11:34 PM - Dunbaratu

Here is a 40 second "twitch clip" from a stream where I was making this happen - so you can see the effect:

<https://clips.twitch.tv/VivaciousDeafIguanaTBTacoLeft-Q4AO2RyOy5TfbpT3>

#2 - 07/18/2021 01:27 AM - Anth12

Confirmed.

Happens in two other situations:

1. Also happens when I am on Kerbin and I do timewarp. The navball isnt spinning, but I guess the craft is because its direction in relation to space is changing direction. The craft will follow the planets spin perfectly
2. Also happens in the debug menu when clicking on Console on the menu

#3 - 07/23/2021 03:43 AM - Dunbaratu

Anth12 wrote:

Confirmed.

Happens in two other situations:

1. Also happens when I am on Kerbin and I do timewarp. The navball isnt spinning, but I guess the craft is because its direction in relation to space is changing direction. The craft will follow the planets spin perfectly
2. Also happens in the debug menu when clicking on Console on the menu

Yeah the fact that I also got it in the kOS mod when the terminal is in use, and the terminal turns on most of the input lock bits (because you want to let people type text without WASD rotating the ship, etc) makes me 100% convinced the issue isn't a problem with the Alarm Clock panel itself or with the debug menu itself, but with some developer deciding to toggle the camera behavior based on fragile assumptions that you can use the input lock flags as an alternative way to detect what scene you are in. (Something like "this input flag is always on when on map view, so I'll check that instead of checking if I'm in map view.")