

Kerbal Space Program - Bug #3614

Screen blacks out on Mun

11/29/2014 10:39 AM - tko

Status: Duplicate	Start date: 11/29/2014
Severity: Low	% Done: 100%
Assignee:	
Category: Camera	
Target version:	
Version: 0.25	Language: English (US)
Platform: OSX	Mod Related: No
Expansion:	

Description

I was making a landing on Mun when couple dozen meters off the ground the view went all black. It appears there's some glitch with the camera in some angles / position. I can see all the controls but not the moon surface, everything appears as if the sun was completely blocked out. Zooming out I can find angles that are working properly, but zooming in close enough everything blacks out again.

Attaching a save game that consistently breaks for me. See Bartgee on Mun.

Related issues:

Related to Kerbal Space Program - Feedback #3389: Orbital camera on kerbals o...	Needs Clarification 05/2014
Is duplicate of Kerbal Space Program - Bug #283: Camera views restricted when...	Closed 02/26/2013

History

#1 - 11/29/2014 11:23 AM - Squelch

- Status changed from New to Need More Info

Please take a look at the related issues where this behaviour has been noted before. It looks like this could be a duplicate report, so please mark as such unless you feel this is different matter.

#2 - 12/08/2014 02:56 AM - tko

This is indeed duplicate of [#283](#); looking at the save file the craft altitude is -26.8824317220424 which matches the other bug.

#3 - 12/15/2014 05:41 PM - Squelch

- Status changed from Need More Info to Duplicate

- % Done changed from 0 to 100

Thank you for following up. I'll mark it as a duplicate, and make the necessary links and updates so it can be reviewed.

Files

quicksave.sfs	304 KB	11/29/2014	tko
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