

## Kerbal Space Program - Bug #3894

### Crash when prograde/retrograde autopilot enabled, navball in target mode, and target is a celestial body

12/23/2014 08:23 PM - voltara

<b>Status:</b>	Closed	<b>Start date:</b>	12/23/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.90	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

**What happens:** The game crashes when autopilot is in prograde/retrograde hold mode, the navball is in Target mode, and the current target is a celestial body.

#### How to reproduce:

- Load the stock "Mun Orbit" scenario in the "Scenarios" menu.
- Set Minmus as your navigation target.
- Click your navball velocity until you are in "Target" mode. Notice the velocity is 0.0 m/s.
- Press "T" to enable SAS.
- Click either the "Prograde" or "Retrograde" autopilot icon. The game crashes.

#### Notes:

These steps can be performed in any order. The game crashes as soon as all three conditions are met: Target is a celestial body, Autopilot is in Prograde or Retrograde mode, and the navball is in Target mode.

#### Versions Affected:

Reproduceable as of 0.90, when the new autopilot modes were introduced.

#### History

##### #1 - 12/25/2014 02:19 PM - barnaba

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Not a dev, so I'm not sure whether I can change it to confirmed, but tried the procedure voltara described myself (on linux) and it yields the same results.

##### #2 - 11/20/2015 02:10 PM - sal\_vager

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

Resolved as the pro/antigrade buttons are now disabled for target mode on planets.

##### #3 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed