

## Kerbal Space Program - Bug #480

### Speed display looks incorrectly in IVA mod after docking (video included)

03/22/2013 05:27 PM - MrP4p3r

<b>Status:</b>	Confirmed	<b>Start date:</b>	03/22/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Any, Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Step 1. Choose a target.  
Step 2. Do docking to the target.  
Step 3. Switch to IVA mod before or after you have a contact to the target.  
Step 4. Watch the glitch  
After undocking it's still looking like in the screenshot above.

[Video](#)



#### History

#1 - 03/24/2013 06:46 AM - sal\_vager

- File screenshot42.png added
- Status changed from New to Confirmed
- Severity changed from Petty to Very Low
- % Done changed from 0 to 10

Tested in Linux Ubuntu 12.20

Upon docking, if the target is set and navball speed readout is on Target mode, the IVA speed readout will show both orbital and target speed, this remains until switching to another craft and back.

If the target is set and the navball is on Surface or Orbit mode there is no effect.

Attached is a screenshot to verify that this issue is reproducible.

**#2 - 09/06/2014 03:35 PM - jonny**

- Version changed from 0.19.1 to 0.24
- Platform Any added
- Platform deleted (Windows)

Still happening in V0.24 on OSX. Updated version number and platform to Any (presumably happens on Linux too)  
Speed gauge should probably Stop showing Target speed once target has been docked with.

**#4 - 07/17/2016 09:23 AM - TriggerAu**

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

**#5 - 07/18/2016 01:25 PM - KerrMue**

- Status changed from Needs Clarification to Updated
- % Done changed from 0 to 10

In 1.1.3 win64 this doesn't happen to me. Tested on 3 different dockings.

**#6 - 07/29/2016 10:28 AM - sal\_vager**

- File screenshot869.png added
- File Player.log added
- Status changed from Updated to Confirmed
- Platform Linux added

But it can still happen, as it happened to me today on Linux.

Minor but still a bug.

**Files**

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ksp_bug.png	534 KB	03/22/2013	MrP4p3r
screenshot42.png	657 KB	03/24/2013	sal_vager
screenshot869.png	657 KB	07/29/2016	sal_vager
Player.log	492 KB	07/29/2016	sal_vager