

## Kerbal Space Program - Bug #4895

### TrackIR settings do not save on program exit.

05/02/2015 02:49 PM - braekyn

<b>Status:</b>	Closed	<b>Start date:</b>	05/02/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Basically, the little tick-marks for where to use head tracking do not save.

I only ever want it used while in IVA, but every time the game starts I need to go into the settings and un-tick all the rest.

#### History

##### #1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #2 - 11/19/2015 09:32 PM - sal\_vager

- Status changed from New to Need More Info

Please retest in the current build (1028) as this should be resolved.

If not, please provide more information [guidebug reporting guide](#)

##### #3 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

##### #4 - 08/09/2016 01:38 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention