

Kerbal Space Program - Bug #4957

Everything disappear (kerbin space station, etc...)

05/09/2015 02:14 PM - Sorpia

Status:	Closed	Start date:	05/09/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I was in the tracking station when I decided to take the control of my satellite currently in orbit around the sun. I double clicked on him and after the loading, the screen is black (no stars in the background), and all the numbers (altitude, navigation ball etc) have disappeared. The satellite is not here anymore.

I can't select "Space Station" at the top of the screen so I press Escape -> Space Center.

Then after the loading screen, the kerbin space station and kerbin have disappeared, resulting on a background with stars : see the joined files.

I can save and load other game, but the problem is still there.

I decided to reinstall the game, and everything is ok now.

Game on Steam
Windows 7

History

#1 - 05/10/2015 09:00 PM - ofensus

I also am having the same issue. Exiting the game and going back in seems to resolve it.

#2 - 05/10/2015 09:02 PM - ofensus

Restarting did not quite resolve the issue.

My Kerbal on the Mun, and the Mun have disappeared. My ship that was on the Mun is now on an escape path from the solar system. :(

#3 - 07/24/2015 03:26 AM - guy_incognito

I have the exact same issue. When I go to a particular ship all the above symptoms happen. When I restart the game the ship has disappeared and the kerbal is missing in action.

#4 - 07/25/2015 12:37 AM - Squelch

- Status changed from New to Need More Info

Please could you supply some more information?

We need logs, a savefile, and a list of the steps taken to reproduce the bug. A very good guide to bug reporting can be found [here](#). It contains all of the information on where to find the necessary files, and the best methods to use when making your report.

[guy_incognito](#), could you confirm that this is happening in 1.0.4 or 1.0.1 for which the original report was made? We are aware, and did patch a couple of issues that should have fixed this. A full report according to the guide will help us to help you.

#5 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#6 - 10/12/2015 05:56 AM - rnjmur

- File *output_log.zip* added
- File *DxDiag.txt* added
- File *ksp-screen.jpg* added
- File *save-ships.zip* added
- Status changed from *Need More Info* to *Confirmed*
- % Done changed from 0 to 10

KSP Version: 1.0.4 build id = 00861
2015.06.23 at 17:19:17 CEST
Branch: master
Steam
Windows 7 64-bit

What Happened: I was in Space Center, selected a ship (Solar Station) and the screen was just blank, it never loaded the ship. I hit ESC and clicked to go back to the Space Center and all I have is the background stars, Kerbin will not load, no other planets, nothing.

Mods: None

Steps to replicate (I have not replicated issue myself):

- 1) Enter Tracking Station in Space Center
- 1) My ship (Solar Station) was outside of Kerbin's gravity well
- 2) My ship (Solar Station) re-entered Kerbin's gravity well
- 3) Time warped in Tracking Station until ship (Solar Station) showed it was back outside of Kerbin's gravity well
- 4) Clicked on ship (Solar Station) and clicked "Fly"
- 5) Screen was black, no distance showing at top of screen
- 6) Hit "ESC" and click Space Center

Result:

- 1) Only background of stars shows, no Space Center
- 2) Trying to re-load the persistent save continues to show only the star background

Fix: Closing KSP and restarting fixed the issue.

Other Notes:

Screenshot: <https://www.dropbox.com/s/rsmtlc9pz98owfb/ksp-screen.jpg?dl=0>
Save and Crafts: <https://www.dropbox.com/s/qv2o7xtzh6678un/save-ships.zip?dl=0>
Log Files: https://www.dropbox.com/s/etuepxvnogjo2md/output_log.txt?dl=0
System Specifications: <https://www.dropbox.com/s/qaewki0diwd5975/DxDiag.txt?dl=0>

Note on Fix: After reloading KSP, then the save, the ship (Solar Station) which was supposed to be back outside Kerbin's gravity well shows as orbiting Minmus. This leads me to believe that in one place the games showed the ship (Solar Station) as having entered Minmus' gravity well while in another (Tracking Station) it showed the ship as having left Kerbin's gravity well

#7 - 07/17/2016 09:38 AM - TriggerAu

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

#8 - 08/09/2016 01:51 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

Files

screen number 2.png	702 KB	05/09/2015	Sorpia
screen replacing the kerbin space station.png	722 KB	05/09/2015	Sorpia

output_log.zip	231 KB	10/12/2015	rnjmur
DxDiag.txt	30.2 KB	10/12/2015	rnjmur
ksp-screen.jpg	137 KB	10/12/2015	rnjmur
save-ships.zip	609 KB	10/12/2015	rnjmur