

## Kerbal Space Program - Bug #5003

**Space Center camera gets stuck on the ground sometimes when loading up game. Forces restart everytime, and is more likely to happen the more memory KSP is eating up.**

05/14/2015 05:42 PM - SilverFox8124

<b>Status:</b>	Closed	<b>Start date:</b>	05/14/2015
<b>Severity:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

More often then not when I load my for fun save(a lot a lot of mods), the camera gets stuck on the ground at the KSC and is immovable, and no building can be clicked. This requires a restart of ksp as very rarely am I able to quit to main menu and go back into the game. When the game decides to not let me back in from the main menu, what happens is that the text becomes unclickable, and again forces me to restart KSP.

This happens ever so rarely on my dev install(up to 4 mods max), and has happened to me on stock 1.0/1.0.2 once or twice. It seems as though the rate at which it happens is linked to the RAM usage of KSP, as it happens less often in stock, and helluva lot more often in modded installs.

When my modded installs take upwards of 15-20minutes to boot up, sometimes taking the chance of coming back to a locked screen isn't worth it and takes my drive away from playing KSP. The problem doesn't fix itself after each restart, it's a roll the dice kind of thing.

h7BngXN.png

Here is a picture, although obscured by mod, this is on the dev install, which is 3 mods currently. You can see that the camera is on the ground of the KSC, and it is immovable.

### History

#### #1 - 07/18/2015 06:34 PM - AlonzoTG

Because loading a game takes a .... long .... time... I tend to task-switch to another window, however If I am in another window when the game loads, it gets stuck in this state and must be quit back to the menu, where if I try again, and am patient, it loads normally.

#### #2 - 07/18/2015 08:47 PM - SilverFox8124

AlonzoTG wrote:

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Well, it's an ALT+TAB bug, it's still a bug and it gets annoying having to sit and watch it every time.

#### #3 - 07/19/2015 04:01 AM - Corax

see my post to [#5100](#):

"As a workaround, clearing the input lock stack works for me and avoids having to restart the game. Simply quitting doesn't work reliably in my experience, probably depending on when the persistence.sfs was last updated."

"View input lock stack" can be found in the debug menu, and the option to clear it as well.

#### #4 - 07/19/2015 09:01 AM - Squelch

- Status changed from New to Closed

- % Done changed from 0 to 100

This condition can be caused by input locks which are there to aid camera operation and game flow. They can become stuck under certain conditions, and can prevent normal game flow. We have endeavoured to fix the vectors for this condition in the stock game, and are very interested in finding any

others that may exist. However, we cannot support modded games that may bypass the safeguards or introduce other vectors which seems to be the case here. Clearing the inputlock stack may work, but it is a last resort, and may not clear the underlying problem which could affect other elements of gameplay. It is a debug feature that must be used with care.

This report, as it stands, is just too loosely defined, and is lacking logs and other supporting evidence. What mods are in use? Please make an effort to isolate the mod(s) that may be causing this condition and report the problem to their creators. While the creation of mods is supported and encouraged, we simply cannot support issues pertaining to or caused by mods. If this issue can be shown to be a stock bug, we will gladly investigate.

An excellent guide to bug reporting can be found [here](#). The same techniques can be used for reporting issues to mod makers too.

#### **#5 - 07/19/2015 01:41 PM - SilverFox8124**

Squelch wrote:

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Squelch, It can happen in stock ksp, no mods installed, I said this in my second paragraph. It's just tabbing at the wrong time it seems. I've had it happen at least 3 times to me on my freshly installed ksp career save. During these times I have also noticed the log is empty, which baffles me. If you do indeed want to see the logs, I shall grab up some if I can get one from one of my installs.