

Kerbal Space Program - Bug #5100

On continuing game, camera sometimes locked to wrong angle on KSC and not moveable

06/01/2015 04:00 PM - ringerc

Status:	Closed	Start date:	06/01/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Sometimes when launching KSP and continuing a game, the KSC starts with the wrong view (see attached) and the camera is locked. No buildings respond to clicks, and the keyboard shortcuts for time warp etc do nothing. It's always this camera angle.

Escape to main menu usually works, but loading a save puts the game in a state where most keypresses get no response at all, even escape for main menu, though shift-F12 for debug log works still.

It may be timing/performance related as it's most common if there are lots of flights. It also seems easier to trigger if there are landed ships or debris in or near the KSC.

The KSP.log shows:

```
[WRN 23:50:28.141] [HighLogic]: ===== Scene Change : From MAINMENU to SPACEC
ENTER (Async) =====
[LOG 23:50:29.775] AddonLoader: Instantiating addon 'AddScenarioModules' from assembly 'KSP'
[LOG 23:50:29.775] AddonLoader: Instantiating addon 'ContractDefs' from assembly 'KSP'
[WRN 23:50:32.865] HighlightingSystem : Edge Highlighting requires AA to work!
[LOG 23:50:32.879] ContractSystem: Found 15 contract types
[LOG 23:50:32.881] ContractSystem: Found 38 parameter types
[LOG 23:50:32.883] ContractSystem: Found 5 predicate types
[LOG 23:50:32.920] StrategySystem: Found 0 strategy types
[LOG 23:50:32.921] StrategySystem: Found 4 effect types
[LOG 23:50:32.931] [ScenarioDestructibles]: Loading... 0 objects registered
[LOG 23:50:32.933] [ScenarioUpgradeableFacilities]: Loading... 0 objects registered
[LOG 23:50:32.935] Loading Depletion Nodes
[LOG 23:50:32.936] DepNodeCount: 0
[LOG 23:50:32.936] Loading Biome Nodes
[LOG 23:50:32.936] BiomeNodeCount: 5
[LOG 23:50:32.938] Loading Planet Nodes
[LOG 23:50:32.938] PlanetNodeCount: 3
```

On loading a save:

```
[WRN 23:53:22.035] [HighLogic]: ===== Scene Change : From SPACECENTER to FLI
GHT (Async) =====
[WRN 23:53:24.500] ApplicationLauncher already exist, destroying this instance
[LOG 23:53:24.505] AddonLoader: Instantiating addon 'NavWaypoint' from assembly 'KSP'
[LOG 23:53:24.538] ----- initializing flight mode... -----
[LOG 23:53:24.552] Target vessel index: 7 vessel count: 27
[LOG 23:53:24.554] [FLIGHT GLOBALS]: Switching To Vessel Duna Probe -----
[LOG 23:53:24.555] setting new dominant body: the Mun
FlightGlobals.mainBody: the Mun
[WRN 23:53:24.571] HighlightingSystem : Multiple Highlighter components on a single GameObject is
not allowed! Highlighter has been disabled on a GameObject with name 'model'.
[LOG 23:53:24.908] Camera Mode: AUTO
[LOG 23:53:24.912] stage manager resuming...
[LOG 23:53:25.215] all systems started
[WRN 23:53:25.441] HighlightingSystem : Edge Highlighting requires AA to work!
```

```
[LOG 23:53:25.449] [ScenarioDestructibles]: Loading... 0 objects registered
[LOG 23:53:25.450] [ScenarioUpgradeableFacilities]: Loading... 0 objects registered
[LOG 23:53:25.451] Loading Depletion Nodes
[LOG 23:53:25.451] DepNodeCount: 0
[LOG 23:53:25.451] Loading Biome Nodes
[LOG 23:53:25.451] BiomeNodeCount: 0
[LOG 23:53:25.451] Loading Planet Nodes
[LOG 23:53:25.451] PlanetNodeCount: 0
[LOG 23:53:25.567] [PlanetariumCamera]: Focus: Duna Probe
[LOG 23:53:25.832] Flight State Captured
[LOG 23:53:25.845] Saving Achievements Tree...
[LOG 23:53:25.846] Saving Achievements Tree...
[LOG 23:53:25.847] Saving Achievements Tree...
[LOG 23:53:25.847] Saving Achievements Tree...
```

Fedora 21, KSP.x86_64. UI is GNOME 3.14 but seen under XFCE too.

build id = 00842

2015-05-01_14-01-57

Branch: master

Stock game. This particular save had KAC, KAS and KIS loaded before, but not at the time of the test, and I've seen this before I ever tried any mods.

I've seen this issue back in 0.24 too, it's not new in 1.0.2.

I don't remember if I've seen this on Windows too. I think so, but I'm not sure.

History

#1 - 06/20/2015 05:44 PM - subitan

I'm seeing this too, on a Macbook Pro 2013

#2 - 06/20/2015 05:48 PM - subitan

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

Workaround (at least on OSX) seems to be to quit/kill the game, and try again.

#3 - 06/20/2015 09:11 PM - Corax

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.

Also, duplicate of [#5003](#).

#4 - 12/16/2015 04:16 PM - terwin

I generally see this when the KSP window loses focus after leaving the post-load screen and before the saved game is loaded. Especially if I switch to a flash game in my browser while the saved game is loading.

This is on a windows 32 bit install with mods.

#5 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#6 - 08/10/2016 08:14 AM - 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

screenshot0.png

624 KB

06/01/2015

ringerc