

Kerbal Space Program - Bug #5179

Craft parts inaccessible / uncontrollable in 1.0.4

06/25/2015 07:42 AM - TriggerAu

Status: Closed	Start date: 06/25/2015
Severity: Low	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 1.0.4	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	
Description	
Similar issue to #5155 - but no heatshields in the vessel	
Related issues:	
Related to Kerbal Space Program - Bug #5155: Craft parts inaccessible / uncon...	Closed 06/22/2015

History

#1 - 06/25/2015 07:42 AM - TriggerAu

- Status changed from New to Need More Info

Can you add your log file, etc nogal? and any other details

#2 - 06/25/2015 04:26 PM - Squelch

- Related to Bug #5155: Craft parts inaccessible / uncontrollable after 1.0.3 update added

#3 - 06/25/2015 07:09 PM - nogal

- File KSP.log added

Sure thing. Attached is the logfile, and to pull from the other thread and add information, I'm running this on Slackware-Current, 64bit variant using the steam install (with multilib.) This error began with 1.0.3 but persists in 1.0.4, however I am not absolutely certain that the craft in question was affected in 1.0.3 (as so many of mine were at the time due to heatsheids.)

The craft is 'Kerbin Station,' which is sitting in a polar orbit around Kerbin. To reproduce the bug, simply load the persistent save above, use the tracking station to locate 'Kerbin Station' (which is classified as a regular 'Station' in this menu) and choose 'Fly.' Once you are controlling the station, the right-click menu which appears on the parts is more in-line with the menu recieved when using 'shift' on an unaffected craft. Movement ontrols seem to be completely unresponsive.

#4 - 06/25/2015 11:39 PM - nogal

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

I dug out an old laptop and threw a fresh install of Win32 on it, grabbed steam and downloaded the game. I was able to test (which caused a BSOD on the first two attempts... yay windows! just like old times...) using my save data folder from my main workstation and likewise the same mod gamedata folder pulled directly from my main computer to the laptop. This affects both Linux and Windows, I'm not setting up an OSX VM to test that side unless you guys require me to do so... The platform should be changed to 'any' or at least 'most' as it is not specific to linux.

Note: I do have one mod installed, Kerbal Engineer Redux 1.0.16.6, however other craft with parts from the mod are completely unaffected.

Are there any other files and/or information which may be of use in solving this issue?

#5 - 06/26/2015 01:25 PM - TriggerAu

- File screenshot1.png added

I can see the same behaviour here with KER installed and that vessel. Looking at whats going on there is a control input lock occuring, as in the attached screenshot. Looking at the vessel there is no Kerbal in a control module though either - so if I transfer a kerbal to the pod then the lock is removed and I can control the vessel.

Can you ensure that there is a kerbal in the pod and see if its controllable then?

#6 - 06/26/2015 06:54 PM - nogal

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Cue red-face.. I'm sorry for wasting your time. I could have sworn that the right-click menus would still function without someone in a command pod. You may close this and label me as the idiot.

#7 - 06/26/2015 11:42 PM - TriggerAu

- *Status changed from Confirmed to Closed*

- *% Done changed from 10 to 100*

not a problem, and not a waste of time when you are putting in time to narrow it down. What we are doing here is exactly how we go about testing in Exp and QA - find strange behaviour, work out repro steps, get someone else to verify/repro and if all good (or bad really cause its a bug) then we have good info for the Devs to work on.

Never an issue to work with someone on an issue

Files

persistent.sfs	2.33 MB	06/25/2015	TriggerAu
KSP.log	166 KB	06/25/2015	nogal
screenshot1.png	691 KB	06/26/2015	TriggerAu