

Kerbal Space Program - Bug #5335

Camera Mode reported incorrectly when returning to craft

08/20/2015 01:05 AM - featherwinglove

Status:	Needs Clarification	Start date:	08/20/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When I return to a craft I've flown before since returning to since the last game load, the game reports the camera mode incorrectly. I've noticed this for a very long time, and wouldn't be surprised if I somehow missed the report(s) I'm duplicating. It's very easy to reproduce: all you need to do is hop into one craft from the Tracking station or Map, change the camera from Auto to any other mode (which I always do because I hate Auto), leave the Flight scene (in the "HighLogic" sense; switching to a distant craft to unload it works fine) then come back to it. The game reports "Camera: WHATEVER" when it is actually in Auto. In the attached screenshot, which I set up to make it very clear the camera is in Auto/Orbital, "Camera: FREE" is displayed. It goes correct if you toggle into the Map and back. (The shadow glitch appears to be something between Unity and my GPU and has nothing directly to do with KSP. I can easily reproduce it in any Unity game I've played except Eyes On The Solar System.)

History

#1 - 07/17/2016 09:38 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

screenshot74.png	764 KB	08/20/2015	featherwinglove
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