Kerbal Space Program - Bug #6337

Loading a game state saved from main menu through Alt+F9 focuses "random" ship, usually asteroid

12/23/2015 12:51 PM - Kasuha

Status:	Closed	**Start date:**	12/23/2015
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Gameplay		
Target version:	1.2.0		
Version:	1.0.5	**Language:**	English (US)
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

Reproduction steps:

- Start a sandbox game. Go to tracking center and time warp a little until you can see asteroids
- Create a new named save from Space Center (through the Exit button and Save Game...)
- Switch to any deployed ship or deploy a new one
- Press Alt+F9 and load the save

Expected behavior: Game should load the state and display Space Center

Observed behavior: Game loads the state, then focuses on an asteroid

Assumption: game focuses on first "ship" on the list of ships. Since untracked asteroids are usually first in this list, it focuses on one of them. If the game does not have untracked asteroids in it (e.g. tracking center is low level), it focuses an actual ship or piece of debris.

Special reproduction steps:

- Start a new Career game (Normal difficulty)
- In Space Center, create a new save
- Enter VAB, create a ship consisting of pod and SRB
- Put the ship on launchpad and launch it. Press Alt+F9 in flight and load that save

Observed behavior: game focuses on "nothing" in space. It is possible to revert to VAB or launch.

History

#2 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 10/14/2016 02:50 AM - Squelch

- Status changed from Needs Clarification to Ready to Test

- Target version set to 1.2.0

- % Done changed from 0 to 80

This situation has now been avoided, and shouldn't happen in KSP 1.2

#4 - 10/15/2016 11:15 AM - Kasuha

Works correctly for me in 1.2

#5 - 12/02/2016 08:29 AM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100