

## Kerbal Space Program - Bug #6762

### Face cam problems and loading optimisations.

01/21/2016 11:16 PM - kdog3132

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	01/21/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

there is an issue with the face cams when approaching a vessels render distance (2500m) where the face cams of the active vessel and the vessel being approached are merged, the game is also freezing momentarily (up to 1 minute) when this occurs, has been reproduced on windows and OSX.

#### History

##### #1 - 01/24/2016 11:50 AM - Kasuha

It does not happen to me. Could you provide files/steps to reproduce the issue in stock unmodded game?

##### #2 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

#### Files

Screen Shot 2016-01-22 at 9.14.52 AM.png	733 KB	01/21/2016	kdog3132
Screen Shot 2016-01-22 at 9.14.59 AM.png	734 KB	01/21/2016	kdog3132