

## Kerbal Space Program - Bug #6831

**When in windowed mode and the window is not focused, the camera will rotate, and snap back when the window is focused again**

02/02/2016 12:38 AM - Kirk

<b>Status:</b>	Updated	<b>Start date:</b>	02/02/2016
<b>Severity:</b>	Very Low	<b>% Done:</b>	10%
<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>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
I think this might only happen when focusing planets or moons.			

### History

#### #1 - 02/02/2016 09:25 AM - Kasuha

I believe you mean in map mode and in time warp.

If I remember correctly the camera follows the reference frame of the focused object so if it's focused on moon, planet, or a low flying ship it rotates with its frame. If it is focused on ship in inertial frame, it doesn't rotate. I might be wrong in details though, it's a while since I was checking it.

Creates some unexpected effects every time I switch to web browser while time warping to another planet.

#### #2 - 02/06/2016 11:36 PM - Kirk

Yes, that could very well be true. I think I might have been timewarping every time I noticed it.

And yeah, in map mode. My bad, I forgot to mention that >\_<

#### #3 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #4 - 07/28/2016 05:30 PM - bewing

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

This behavior is definitely still happening in 1.1.3.