

# Kerbal Space Program - Bug #7698

## Administration building flickering.

03/30/2016 08:42 PM - gunmaster27

<b>Status:</b>	Not Fixed	<b>Start date:</b>	03/30/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	50%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	Build 01172	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

I've found that the Administration building flickers when mousing over certain parts of the screen

I've attached a video file showing the issue.

Note: This is on career mode carried over from 1.0.5, tested on a new save in 1.1 and did not happen with the low level Admin building.

### Related issues:

Related to Kerbal Space Program - Bug #9365: Administration building screen ju...

**Duplicate**

**04/21/2016**

### History

#### #1 - 03/30/2016 09:16 PM - sal\_vager

- Status changed from New to Need More Info

Hi gunmaster, an you please provide the affected save, your KSP.log, output\_log.txt and your dxdiag hardware report.

<http://bugs.kerbalspaceprogram.com/projects/prerelease/wiki>

Thank you.

#### #2 - 03/30/2016 10:25 PM - gunmaster27

- File Main Save.sfs added

- File output\_log.txt added

- File KSP.log added

- File DxDiag.txt added

sal\_vager wrote:

Hi gunmaster, an you please provide the affected save, your KSP.log, output\_log.txt and your dxdiag hardware report.

<http://bugs.kerbalspaceprogram.com/projects/prerelease/wiki>

Thank you.

Roger, sorry about that.

Think that's everything you asked for, if I added the wrong thing, let me know.

Also: Running the x64 bit version (v1.1.0.1172 x64). If that helps any.

#### #3 - 03/31/2016 08:05 PM - sal\_vager

- File 1174\_adminbuilding\_Player.log added

- File 1174\_adminbuilding.mp4 added

- Status changed from Need More Info to Confirmed

- Assignee set to Ted
- % Done changed from 0 to 10

I got this too but it was only after cheating the buildings to max level.

It might occur other ways or through upgrading them normally.

#### **#4 - 04/04/2016 12:46 PM - Ted**

- Assignee changed from Ted to Romfarer

#### **#5 - 04/13/2016 02:22 AM - bewing**

I just saw this again in build 1203.

The error is always much more extreme on my system. I see the error at all levels of the Admin building, including L1. And my admin interior screen only appears in extremely brief flashes -- I am almost always looking at KSC instead of admin.

#### **#6 - 04/13/2016 11:14 PM - Romfarer**

- Status changed from Confirmed to Need More Info
- % Done changed from 10 to 0

I can't reproduce this. Been trying with different resolutions. Also tried a lot with fully upgraded facility buildings.

#### **#7 - 04/16/2016 03:51 AM - bewing**

You looked at sal\_vager's video? It seems to me that the flashing effect is probably graphics board specific? Mine (with the extreme flashing effect) is a Radeon R7/240.

#### **#8 - 04/18/2016 12:13 PM - Wargrum**

- Status changed from Need More Info to Updated
- % Done changed from 0 to 10

I've seen this error in build 1209 & 1215. Initially noticed it in a modded game. Behavior was more extreme though, affecting Admin Building, Control Centre, Astronaut Complex and even the Research Centre. I had no luck recreating the problem in a new stock game, until I moved my saved career to an unmodded copy of KSP. Then I saw the same behavior reported above with only the Admin Building affected.

I doubt its graphic card related as I'm running an Nvidia GTX770 which is unlikely to share much of a pedigree with Bewing's Radeon. Seems more like something the career upgrade path changes in the game to me. Never seen it occur with the Tier 1 buildings. This might also be why it is so hard to recreate on demand. I was easily 10-15 hours into my career when the problem first occurred.

#### **#10 - 04/20/2016 02:51 AM - bewing**

Seems to be fixed in build 1230.

#### **#12 - 04/21/2016 06:18 AM - Claw**

- Status changed from Updated to Ready to Test
- % Done changed from 10 to 80

I was also seeing this before, and it looked like there was a thin gap in the graphics between different elements, where it looked like the mouse position was not being captured by the building interior overlay (and was being passed to the KSC buildings).

I'm no longer seeing this either (even through the thin gap around the funds bar), in build 1230. Looking for people to give it a try (or keep an eye out) again to see if it's still happening.

#### **#13 - 04/21/2016 06:19 AM - Claw**

- Target version set to Build 01228

#### **#14 - 04/21/2016 01:20 PM - Squelch**

- Related to Bug #9365: Administration building screen jumping back to view of launch complex added

#### **#15 - 04/30/2016 10:23 AM - bewing**

- Status changed from Ready to Test to Not Fixed
- Severity changed from Very Low to Normal
- % Done changed from 80 to 50

This **was** fixed in build 1230, but now it's happening all over again in 1.1.1 (1250).

**#16 - 06/24/2016 11:05 AM - bewing**

- Status changed from *Not Fixed* to *Resolved*
- % Done changed from 50 to 100

Fixed in 1.1.3, as far as I can tell. My system was very susceptible to this error, and it's not happening at all.

**#17 - 06/26/2016 03:41 PM - bewing**

- Status changed from *Resolved* to *Not Fixed*
- % Done changed from 100 to 50

Whoops, I tested it a lot on 1.1.3, but I still spoke too soon. It seems to be mostly fixed, but I still get it on rare occasions.

**#18 - 07/23/2016 07:21 AM - TriggerAu**

- Project changed from *KSP Pre-Release* to *Kerbal Space Program*
- Category changed from *Buildings* to *286*
- Assignee deleted (*Romfarer*)
- Target version deleted (*Build 01228*)
- Platform *Windows* added

Moving to KSP as still valid

**#20 - 10/17/2016 02:38 PM - cocodapuf**

- File *vessel in view.png* added
- File *vessel out of view.png* added

I just witnessed this bug for the first time and I actually have more input on the exact behavior.

It happens for me in the Administration building, but only when there are other UI elements *in the scene*, but out of view (menus, windows, craft title pins). I attached two screenshots for clarity. In the first you will notice a craft pin near the runway, in the second image, the pin is still present, but the scene is turned so that the craft lies just out of view.

Now if I click on the administration building with the pin clearly in view, the admin building works as intended. But if I turn the screen so the pin is just out of view and then enter the admin building, that's when I see the flashing as I mouse over buttons.

My guess, is that with the pin just out of view, that puts the pin technically in the foreground, not the background, it counts as being *in front* of the other windows. When you mouse over a menu item in the admin building, it tries to display an element from the wrong window, because its reference point is the window in the foreground (in my case the pin).

**#21 - 02/03/2017 04:01 AM - Rodhern**

cocodapuf wrote:

Now if I click on the administration building with the pin clearly in view, the admin building works as intended. But if I turn the screen so the pin is just out of view and then enter the admin building, that's when I see the flashing as I mouse over buttons.

I am experiencing exactly the same thing (KSP v. 1.2.2.1622 x64).

**Files**

KSP bug.mp4	3.94 MB	03/30/2016	gunmaster27
Main Save.sfs	3.3 MB	03/30/2016	gunmaster27
output_log.txt	457 KB	03/30/2016	gunmaster27
KSP.log	214 KB	03/30/2016	gunmaster27
DxDiag.txt	36.9 KB	03/30/2016	gunmaster27
1174_adminbuilding_Player.log	954 KB	03/31/2016	sal_vager
1174_adminbuilding.mp4	2.42 MB	03/31/2016	sal_vager
vessel out of view.png	477 KB	10/17/2016	cocodapuf

