Kerbal Space Program - Bug #9365

Adminstration building screen jumping back to view of launch complex

04/21/2016 02:49 AM - tarithel

Status:	Duplicate	**Start date:**	04/21/2016
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.1.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

Vanilla game no mods. v1.1.0.1228 windows 7 ultimate (windowed)
Selecting the administration building after a few seconds jumps back to the overview of the whole launch complex (without the building shortcut icons present), moving the mouse at the bottom of the screen of the complex will jump back to the correct view within the admin building, but moving the mouse in the admin building jumps back randomally to the view of the complex again without icons. Looks like somekind of a mouseover issue in the admin building.

Related issues:

Related to Kerbal Space Program - Bug #7698: Administration building flickering.	**Not Fixed**	**03/30/2016**

History

#1 - 04/21/2016 01:20 PM - Squelch

- Related to Bug #7698: Administration building flickering. added

#2 - 04/21/2016 01:34 PM - Squelch

- Status changed from New to Need More Info

Could you please check again in the 1.1 release and not the pre release? Thank you.

#3 - 04/21/2016 03:11 PM - tarithel

- File kspbug2.jpg added

- Status changed from Need More Info to Updated

- Assignee set to Squelch

- Target version set to 1.1.0

- % Done changed from 0 to 10

I rolled back to 1.0.1.1230 x64 and the problem was reproducible.

The admin complex is fully upgraded and the flickering back to the overall complex happens when the mouse is moved near the black scroll/bar like areas

#4 - 04/21/2016 07:31 PM - Squelch

- Status changed from Updated to Need More Info

- Assignee deleted (Squelch)

- % Done changed from 10 to 0

Thanks for checking in the release version. I have myself witnessed and reported this, and a fix prior to the release was made. I am not able to reproduce the problem in the 1.1 release, but because of its seemingly random nature, does not necessarily mean it has been totally resolved. I have tried to reproduce in all three tiers of the admin building without success. Build 1228 pre release does still reliably reproduce the problem, so I suspect something hasn't updated correctly.

Please could you attach your log files - KSP.log and output_log.txt (the latter can be found in the KSP_x64_Data folder) - so we might be able to fault find this further?

#5 - 04/21/2016 07:32 PM - Squelch

- Target version deleted (1.1.0)

#6 - 04/21/2016 08:16 PM - tarithel

- File KSP.log added

- File output_log.txt added

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

Requested log files attached

#7 - 04/21/2016 08:56 PM - Squelch

- Status changed from Updated to Need More Info

- % Done changed from 10 to 0

Thanks for uploading the logs. It is immediately apparent that this is a modded game, and unfortunately we cannot support reports for these. There are so many unknown variables that mods can introduce. From your logs, the installed mods **are** logging errors, and these can lead to further problems in other mods and KSP core. Please do check for updates and known issues with the mod authors.

Please could you try in an unmodded game to see if the problem persists? Thank you.

#8 - 04/21/2016 10:16 PM - tarithel

Apologies, I have been playing KSP so long I had forgotten I must have downloaded some mods I didn't use years ago. I have cleaned out the installation completely and re-installed. So far I have not been able to replicate the problem, but I have not yet got enough cash to fully upgrade the admin complex, I will report back if I am able replicate it...

#9 - 04/23/2016 03:09 PM - douglas

- File Nightwalker-save.tar.gz added

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

This is also happening in 1.1.0.1230 on Linux 32 and 64 bit, with and without the kOS mod included. Apparently this will happen after playing the game for a bit. A new career mode game I started doesn't have this issue, but my existing game does.

The administration building screen appears, but the KSP 3-d view will appear on top of the admin building graphics/controls, however I can still click on the administration building areas. Sometimes the admin building screen will remain up for a bit, until I highlight a control button.

#10 - 04/24/2016 04:51 PM - douglas

After some more game play the administration building screen stopped flickering. However I've noted other display bugs, such as the animation for contract notification button not running and/or not updating.

#11 - 06/25/2016 04:03 PM - achurch

Still present in 1.1.3.1289, Linux 64-bit, using a save created in 1.1.0 and now at day 125 with the Administration complex fully upgraded. I can consistently reproduce the bug by slowly moving the mouse pointer back and forth over the horizontal scrollbar beneath the four sets of strategies (though this isn't the only location that triggers the bug). Most of the time, the screen flickers to the KSC view for just an instant (1 frame?) before returning to the Administration view, but sometimes the screen stays in KSC view until I mouse over some other UI element in the Administration view.

FWIW, there doesn't seem to be any Player.log output when the flickering occurs.

[Edit: My window resolution is 1440x900 in case it's a resolution-specific bug.]

#12 - 07/17/2016 10:25 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

Would be really nice if we could get some updated logs/info from 1.1.3

#13 - 07/17/2016 12:43 PM - achurch

See comment #11.

#14 - 07/17/2016 11:49 PM - TriggerAu

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Hi achurch, we are doing a mass cleanup on reported bugs, you can read more about it here:
http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/

The TL;DR is that its not an indication of anything wrong with your report, there are soo many old bugs in the tracker that we cant give the devs a good picture of whats still an issue - so we have set up a process for all bugs from pre 1.1.3 to collect the info and get them confirmed for the devs to be able to plan on whats current and important to the players.

Setting this to Updated so someone can confirm it in 1.1.3

#15 - 08/12/2016 12:52 PM - svish

- Status changed from Updated to Confirmed

- **Version** 1.1.3

This happens for me as well. Not able to find anything "logical" about it though. Happens more often with the R&D building actually for me, but either way, it does happen. Restarting the game seems to fix the issue sometimes, for a while, until it starts happening again.

In both cases the building UI flickers when I move the mouse around. And it seems to be visible when I hover over certain points, and invisible when I'm not.

Either way, super annoying :(

#16 - 10/07/2016 02:27 AM - orcaman98

Happens for me in Admin, though not in R&D. Only mod is Kerbal Alarm Clock, which does for some reason display in Administration. Doesn't seem related to whether what the cursor is over is mouse-over sensitive or not. ver 1.1.3, 1920x1080 windowless x64

#17 - 10/13/2016 07:32 PM - sal_vager

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

This is however a duplicate of #7698, the other issue is marked as 'not fixed'.

Files

kspbug.jpg	93.6 KB	04/21/2016	tarithel
kspbug2.jpg	81.3 KB	04/21/2016	tarithel
KSP.log	389 KB	04/21/2016	tarithel
output_log.txt	790 KB	04/21/2016	tarithel
Nightwalker-save.tar.gz	168 KB	04/23/2016	douglas