

Kerbal Space Program - Bug #10116

PS4 Save Game Corruption - Possibly Caused by Subassemblies with Fairings

07/17/2016 07:40 PM - LordMaim

Status: Duplicate	Start date: 07/17/2016
Severity: Critical	% Done: 100%
Assignee:	
Category: Application	
Target version:	
Version: PS4 - 1.1.0	Language: English (US)
Platform: PS4	Mod Related: No
Expansion:	
Description	
<p>Several times I've had save game corruption. In some cases it's been after a crash, in others it has occurred after normal exiting and reload. For the past six hours, I've tried to complete a build and save so that I could back up my construction, and the corruption error was happening every time I left the game. Now the situation seems to have been resolved.</p> <p>I've only done two things differently that could be responsible for the fix:</p> <ol style="list-style-type: none">1. I've deleted all additional quicksaves other than the default one titled "quicksave".2. I had previously tried to save a subassembly of a staged rocket without a payload. I had done so by saving everything below the payload, including an AE-FF3 Airstream Protective Shell (3.75) with a built fairing. I've had no problems with fairings saved on my vehicles for days now, but the moment I put a subassembly in place that had one defined, it seems to corrupt my save. Now I save my fairing with the payload in the VAB, and create subassemblies for everything below the fairing and I've had no troubles. <p>Hopefully that helps, I love this game.</p>	
Related issues:	
Related to Kerbal Space Program - Bug #10111: PS4 corrupt save files Acknowledged07/16/2016	

History

#1 - 07/20/2016 03:58 PM - LordMaim

Edit: I was wrong. The issue is still present, and has gotten progressively worse. I still only have the one quicksave slot, have removed all of my subassemblies with fairings, and still have the corruption issue. In fact it's even worse now, happening about 19 times out of 20. I cannot progress in the game until the issue is addressed.

#2 - 07/27/2016 10:40 AM - sal_vager

- Related to Bug #10111: PS4 corrupt save files added

#3 - 07/27/2016 10:41 AM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This is being looked into, but the report is a duplicate of issue [#10111](#)

Adding as a related issue and marking as a duplicate.

Thanks for the report!