

Kerbal Space Program - Bug #10170

Game crashes in VAB when saving

07/23/2016 02:34 PM - iainonline

Status: Acknowledged	Start date: 07/23/2016
Severity: High	% Done: 100%
Assignee:	
Category: Bug Tracker	
Target version:	
Version: PS4 - 1.1.0	Language: English (US)
Platform: PS4	Mod Related: No
Expansion:	

Description

My game on the ps4 intermitantly crashes after I click save in the VAB,when I reboot all the history is gone ! I have now lost 2 x ten hours of progress. Fed up ! I have lost all incentive to play, certainly no point in career mode.

History

#1 - 07/28/2016 09:04 PM - sal_vager

- Severity changed from Critical to High

I've not seen this yet, no doubt I will though, but it's not breaking large parts of the game if it's intermittent.

[wiki](#)

How Priority Helps

Priorities help us to figure out which issues need inspecting, reviewing and fixing first and foremost. Thus, the priority assigned to an issue needs to be as objective as possible; not a result of how much it affected your mission or current gameplay goals, but how much it affected the game itself. If you're unsure the following table should assist you in deciding what priority to assign an issue.

[Priority Table](#)

Priority	Description	Example Case
Critical	A large portion of the game is unplayable.	SPH is non-functional.
High	Game Breaking	Game crashes when transitioning Sol
Normal	Game Affecting, but not Game Breaking.	SAS is draining electricCharge incorrectly.
Low	Visual issue that occurs often, or Gameplay issue that can be avoided.	Landing Strip has texture artifacts.
Very Low	A visual issue that appears rarely and doesn't affect gameplay.	Audio-related error appears in log on occasion.
Unworthy	An issue that is slightly bothersome, occurs rarely, is not easily discovered, or is a matter of preference.	Collision mesh of some parts are slightly off.

#2 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100