

Kerbal Space Program - Bug #10195

PS4 Crash and Corrupted data

07/27/2016 03:12 AM - Jumba

Status:	Duplicate	Start date:	07/27/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

On occasion, the game will crash without warning, potentially resulting in a corrupted save file. Also, I have experienced instances in which the game has been saved and exited properly and the resulting saved data is corrupt. If I had to guess, I would say that there is something wrong with the autosave method on the PS4. This is a truly gamebreaking bug, considering that it is inescapable due to the length of the game.

For additional reference, I have played the game for approximately 20 hours, and this issue has occurred three times. I do not recall the exact environment which has triggered this issue, but it seems to me that it happens most often upon switching from one environment to another. For instance, it will crash when switching from build mode to launch. Or, it will happen when switching from the orbital mode to a vessel close up.

Not every time the game has crashed has the saved data been corrupted. When the game has crashed, I have attempted to immediately power down my PS4 through the regular PS4 power down protocol using the controller. This usually results in a save file that is recoverable, and I am able to continue on with the game, but not from the exact same point. The game will have been reverted to a previous maneuver.

I don't know if it is of any consequence, but the only times that my saved data has been corrupted has been when the PS4 has finished its problem status report and has asked me if I would like to submit the issue.

Related issues:

Related to Kerbal Space Program - Bug #10111: PS4 corrupt save files

Acknowledged07/16/2016

History

#1 - 07/27/2016 10:42 AM - sal_vager

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

#2 - 07/27/2016 10:42 AM - sal_vager

- Status changed from Confirmed to Duplicate

- % Done changed from 10 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!