

Kerbal Space Program - Bug #10352

Input device stop responding, no recovery at all, game loss.

08/09/2016 02:41 PM - ricasan

Status:	Acknowledged	Start date:	08/09/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Input Devices and Settings		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

At randomly, control at PS4 stops working while editing in SPH with a ship with high number of parts. Sometimes while attaching a part, or re-attaching a big group of parts by splitting ship in two, while changing to subassembly menus, etc.

It prevents return to menus, save, etc. Changing PS4 control, shutdown it and powering again doesn't change anything, it is needed to go to PS4 menu, and force close the game (plus loosing since your last save, sometimes corrupting last gamesave data).

History

#1 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100