

Kerbal Space Program - Bug #11281

Xbox: After capturing asteroid, cannot return to space center, save, or switch craft.

09/11/2016 03:44 PM - Eterna1Soldier

Status:	Acknowledged	Start date:	09/11/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	XBoxOne - 1.1.0	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:			

Description

Whenever you 'dock' with an asteroid, that 'infinite flight' bug occurs where you can't save, go to the space center, or switch vessels. You can still control the craft and instrumentation, and reload a save, but there's no way to keep your progress from beyond that point. No matter what you do going forward, all that progress will be lost. You are essentially forever stuck in the craft you are in.

This bug occurs **100%** of the time. There is no way to avoid it and no way to get out of it.

Description:

After capturing an asteroid with the advanced grabbing unit, the user can no longer save, return to the KSC, or switch crafts. User will be eternally stuck in the current vehicle. This bug occurs **100%** of the time.

How to replicate:

- 1) Have a space craft with the advance grabbing unit.
- 2) Dock with any asteroid with the advanced grabbing unit.
- 3) Attempt to quick save, return to the KSC, or switch vehicle. This will not be possible.

Video demonstrating the issue: <http://xboxdvr.com/gamer/Eterna1%20Soldier/video/21424588>

History

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

- Status changed from New to Acknowledged

- % Done changed from 0 to 100