

## Kerbal Space Program - Bug #13373

### "Resume Saved" is blank but saves still exist

12/05/2016 03:10 AM - Protazoan

<b>Status:</b>	Acknowledged	<b>Start date:</b>	12/05/2016
<b>Severity:</b>	Critical	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	XBoxOne - 1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	XBoxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I don't know this this bug will be easily replicated, if at all, but I'll explain what I was doing I best I can. I've been playing career mode on hard for the last few months and was on the end of a mission to do a flyby of 6 different planets. At the time I was mining ore and processing fuel on Ike when the game partially froze while fast forwarding time at 50x speed. I say partially froze because I could still move the mouse around and open up windows but the game timer was no longer counting up and it wouldn't let me any commands or even open the pause menu, I had to force quit the game from the console menu and upon restarting my save game no longer appeared in Resume Saved. I thought my save must have corrupted so after a moment of understandable depression I decided to start again and went to create a new game with the same name. That's how I discovered my save still exists, because it tells me that a save by that name already exists and gives me the option to overwrite. I created a new game with a different name and saved it to test this theory, when I go back to the main menu the new game also does not show up in Resume Saved.

I've tried deleting the game and saved game cache, reinstalled and the bug still persists.

#### History

##### #1 - 01/16/2018 03:58 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100