

Kerbal Space Program - Bug #14027

Quicksave issue on xbox 1

03/05/2017 09:28 AM - KvanYamCake

Status:	Acknowledged	Start date:	03/05/2017
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	XBoxOne - 1.1.0	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:			

Description

On Ksp Xbox one, when I quicksave to let's say, quicksave 1. Then, if I load a new craft, and when I quicksave, I don't want to use the previous quicksave 1 anymore. So I replace it and name the new quicksave "quicksave 1". Then, like every other kerbal mission, I crash and I want to quickload. So I select quicksave 1 to reload. And then instead of seeing the new craft which I just loaded, I saw the old(the first one)craft which I loaded. Yeah. In a nutshell, ksp does not really replace my quicksave files. Instead, it just gets lost into the abyss, never to be seen again.

History

#1 - 03/22/2017 09:04 PM - joseph.e.hunter@gmail.com

I play on Xbox and have this problem. Quickload doesn't work. Quicksave works, but can only be loaded from Space Center

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

- Status changed from New to Acknowledged

- % Done changed from 0 to 100