Kerbal Space Program - Bug #15504

crash when loading

06/20/2017 04:17 PM - ydh652

Status:	Not a Bug		**Start date:**	06/20/2017
Severity:	Very Low		**% Done:**	0%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.3.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description
Crash in modded game.

History

#1 - 06/21/2017 07:17 AM - bewing

- Description updated

You need to figure out which of your mods is causing the crash, and then report these crashdump files to the creator of that mod. (Assuming that you have actually updated to the most recent copy of each mod.)

#2 - 06/21/2017 12:03 PM - ydh652

bewing wrote:

> You need to figure out which of your mods is causing the crash, and then report these crashdump files to the creator of that mod. (Assuming that you have actually updated to the most recent copy of each mod.)

how can i know which mod?

#3 - 06/22/2017 07:56 AM - Vinsente

ydh652 wrote:

> bewing wrote:
>
> > You need to figure out which of your mods is causing the crash, and then report these crashdump files to the creator of that mod. (Assuming that you have actually updated to the most recent copy of each mod.)
>
> how can i know which mod?

look in output_log

PartLoader: Compiling Part 'KerbalGPS/Parts/FigaroReceiver/part/FigaroReceiver'

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 42)

Crash!!!

#4 - 08/09/2019 03:19 PM - Robert.Keech

- Status changed from New to Not a Bug

Not a bug

Files

error.log	57.2 KB	06/20/2017		ydh652
crash.dmp	167 KB	06/20/2017		ydh652