

Kerbal Space Program - Bug #1571

Game crash on EVA at the mun

10/18/2013 05:19 AM - superm18

Status:	Closed	Start date:	10/18/2013
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Hi,

Landed on the Mun, lander fell over on it's side with crew door topside. retracted the landing gear and pressed EVA. Game crashed. can't make it happen again, hard to get the exact same conditions.

History

#1 - 10/21/2013 10:18 AM - Ted

- Status changed from New to Need More Info
- Severity changed from Normal to Very Low

Hmm. Other than the log output, which is fairly standard and the messages printed occur in most crashes, there really isn't much value in it. Please do try to keep an eye out for any reproduction steps. Without them, the issue report is not much use.

#2 - 10/26/2013 07:38 PM - Ekareya

- File *crash.dmp* added
- File *error.log* added
- File *output_log.txt* added
- File *report.ini* added

I check his output_log and we seem to have had the same crash. i also crashed my lander on the mun, and when i try to EVA jeb, the game crashed.

```
[FLIGHT GLOBALS]: Switching To Vessel Jebediah Kerman -----
```

```
(Filename: C:/BuildAgent/work/7535de4ca26c26ac/Runtime/ExportGenerated/StandalonePlayer/UnityEngineDebug.cpp Line: 54)
```

```
stage manager resuming...
```

```
(Filename: C:/BuildAgent/work/7535de4ca26c26ac/Runtime/ExportGenerated/StandalonePlayer/UnityEngineDebug.cpp Line: 54)
```

```
Invalid parameter because it was infinity or nan.
```

#3 - 10/29/2013 05:26 AM - mrpoppy

- File *KSP.log* added

I can confirm I had the same crash, except I landed on Kerbin, went to do an EVA and it crashed. The log file has the same entries, ending in "Invalid parameter because it was infinity or nan." I have only uploaded my .log file - I didn't know at the time about the other files needed. BTW, the crash dialog says "it would be great if you could send us the log" but doesn't explain how to do it - I only just stumbled across this site.

#4 - 07/27/2015 06:05 PM - Squelch

- Platform *Win32* added
- Platform *deleted (Windows)*

#5 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#6 - 08/07/2016 12:14 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

crash.dmp	128 KB	10/18/2013	superm18
error.log	50.3 KB	10/18/2013	superm18
output_log.txt	1.39 MB	10/18/2013	superm18
report.ini	972 Bytes	10/18/2013	superm18
crash.dmp	144 KB	10/26/2013	Ekareya
error.log	52.5 KB	10/26/2013	Ekareya
output_log.txt	503 KB	10/26/2013	Ekareya
report.ini	924 Bytes	10/26/2013	Ekareya
KSP.log	120 KB	10/29/2013	mrpoppy