

Kerbal Space Program - Bug #1617

Editor (VAB) crashing on symmetry after loading a saved ship

10/23/2013 02:01 PM - HolySmoke

Status:	Duplicate	Start date:	10/23/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

The VAB Editor crashed on me 3 times in a row while adding a part (the Rockomax nose cone) in symmetry mode to another which was also placed via symmetry mode.

Steps to reproduce

1. enter the VAB
2. load attached ship
3. set any symmetry mode except off
4. select the Rockomax nose cone from the aerodynamics tab
5. move it over or under one of the large orange tank asparagus stages

After the last step, the game hangs for a little while (about 1 to 2 seconds) and terminates.

Log excerpt

Kerbal Space Program - 0.22.0.0 (LinuxPlayer) Steam

```
OS: Linux 3.9.9-1-ARCH unknown 64bit
CPU: Intel(R) Core(TM)2 Duo CPU E8400 @ 3.00GHz (2)
RAM: 5973
GPU: GeForce GTX 260/PCIe/SSE2 (896MB)
SM: 30 (OpenGL 3.3 [3.3.0 NVIDIA 319.32])
```

Log started: Wed, Oct 23, 2013 20:38:26

```
[â ]
[WRN 20:39:46.060] [HighLogic]: ===== Scene Change : From SPACECENTER to EDI
TOR =====
[WRN 20:39:46.088] Cannot find preset 'Default' for pqs 'Eeloo'
[WRN 20:39:46.099] Cannot find preset 'Default' for pqs 'Pol'
[WRN 20:39:46.157] Cannot find preset 'Default' for pqs 'Dres'
```

VAB Settings (from settings.cfg)

```
VAB_USE_CLICK_PLACE = True
VAB_USE_ANGLE_SNAP = True
VAB_ANGLE_SNAP_INCLUDE_VERTICAL = False
VAB_CAMERA_ORBIT_SENS = 0.04
VAB_CAMERA_ZOOM_SENS = 0.1
```

(Are these relevant? I'm not sure.)

Installed Mods

- Kethane
- Kerbal Alarm Clock

Related issues:

Related to Kerbal Space Program - Bug #1005: Linux version crashes in VAB at ...

Closed**07/14/2013****History**

#1 - 11/20/2015 01:09 PM - sal_vager*- Related to Bug #1005: Linux version crashes in VAB at certain times when using symmetry added***#2 - 11/20/2015 01:12 PM - sal_vager***- Status changed from New to Duplicate**- % Done changed from 0 to 100*Duplicate of [#1005](#)**Files**

Planescape III.craft

324 KB

10/23/2013

HolySmoke