

# Kerbal Space Program - Bug #2386

## Crash when reverting to SPH

04/13/2014 12:15 PM - Claw

<b>Status:</b>	Closed	<b>Start date:</b>	04/13/2014
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.23.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

v. 0.23.5.464

#### WHAT HAPPENS:

Reverting to SPH right about when the craft is dropping (after launch) causes the game to crash.

#### HOW TO REPRODUCE:

- Start a new save game
- Go to SPH and build/load a craft (see supplied picture and craft file)
- Launch craft
- When graphics show up, but before ship drops press Escape and revert

#### NOTES:

- Crashes 1 out of every 3 to 4 reverts. Sometimes on the first revert, sometimes later. The attached logs are for a crash on the first attempt.
- It seems to be very sensitive to timing. I can get it crash more often when I revert right as the plane drops, or literally just prior to it dropping.
- Another user reported the same crash here with a more complex ship:  
<http://forum.kerbalspaceprogram.com/threads/76264-game-crash-when-reverting-to-hangar-before-the-ship-is-dropped>
- Workaround: Simply revert much earlier, or wait a couple seconds after the ship drops to revert.
- Seems to be similar to these other two bugs, but they are marked as closed or duplicate...

- <http://bugs.kerbalspaceprogram.com/issues/2019>
- <http://bugs.kerbalspaceprogram.com/issues/1997>

### Related issues:

Related to Kerbal Space Program - Bug #2019: Consistent crash when reverting ...	<b>Duplicate</b>	<b>01/05/2014</b>
Related to Kerbal Space Program - Feedback #1997: Game crashes on reverting	<b>Closed</b>	<b>12/23/2013</b>
Related to Kerbal Space Program - Bug #2220: Game crash on revert flight	<b>Closed</b>	<b>03/16/2014</b>

### History

#### #1 - 11/29/2014 07:34 PM - Squelch

- Category changed from Bug Tracker to Gameplay

#### #2 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#### #3 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #4 - 07/17/2016 05:56 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Win32)

Doesn't seem to happen anymore in 1.1.X.

## Files

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screenshot0.png	2.2 MB	04/13/2014	Claw
Crash Test.craft	26.1 KB	04/13/2014	Claw
error.log	36.7 KB	04/13/2014	Claw
output_log.txt	254 KB	04/13/2014	Claw
report.ini	820 Bytes	04/13/2014	Claw
crash.dmp	86.6 KB	04/13/2014	Claw