

Kerbal Space Program - Bug #24491

Atmospheric bug et Memory access in VAB

12/10/2019 08:09 AM - chrisfrench

Status:	Resolved	Start date:	12/10/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	PS4 - Enhanced Edition 2020-02-19 Patch 11		
Version:	PS4 - Enhanced Edition 2019-12-05 Patch 9	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I found that by releasing the AE-FF1 Airstream Protective Shell over 70,000m, my payload was swerving brutally, as if there was wind in the space.

Normally, the atmospheric pressure is at the level of the vacuum at this altitude in the game. But, the gauge of pressure, indicates to him two lines. My orbit was unstable at 90 km as if my ship was struggling against a pressure force.

I told myself, the update to change a few things, the altitude of the atmosphere is higher now. I'm going to see so in Traking station, altitude are not change, 70 000 m...

Ok, i see a satellite arround Mun, atmospheric pressure two lines, in orbite Kerbol idem...

I see other video of KSP on console and i see a same bug two lines indicator. Please test why your KSP on console on PS4 and XBox and solve this problem, because, KSP in the current state of affairs is not consistent for use. I release and réinstall KSP on my console, trash all my save and not solve this problem.

I see a "memory access" problem in VAB, the ship auto-save not affichage in VAB why robotics parts and texture problem for FL-T400 Fuel Tank in science mod (note sand box, i don't know for carrer).
Dv icon generate on fly mode for "not reason"...

This problem in actual version of KSP since 05/12/2019 and MAJ ! See a screenshot for major problem atmospheric pressure all over Kerbin.

Please fix the minor and major problem.

****Sorry for my English***

History

#2 - 12/11/2019 12:09 PM - chrisfrench

Not solve whit with yesterday update... 10/12/2019.

#3 - 02/20/2020 07:36 PM - chris.fulton

- Status changed from New to Ready to Test

- Target version set to PS4 - Enhanced Edition 2020-02-19 Patch 11

- % Done changed from 0 to 80

Setting to RTT; latest patch 11 release addresses this issue. Please check if this indeed fixed.

#4 - 08/10/2020 03:18 PM - victorr

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Files

Kerbal Space Program Enhanced Edition_20191209155155.jpg	233 KB	12/10/2019	chrisfrench
Kerbal Space Program Enhanced Edition_20191209155245.jpg	228 KB	12/10/2019	chrisfrench
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