

Kerbal Space Program - Bug #28612

This burn causes a crash, I've tried 3 times and every time I do the burn the game crashes.

02/17/2022 06:23 AM - niftyfingers

Status:	New	Start date:	02/17/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I have a vessel in solar orbit. I have it on a Kerbin Encounter and I have a maneuver node set up to adjust the trajectory in the Kerbin SOI. When I execute the burn, the game crashes. I have no idea why. I've tried a few times and every time the game crashes when the burn is almost done.

The save file is attached, I don't know if that's enough to run the game, if not the whole folder is here:

https://drive.google.com/drive/folders/1RuFRgjq1CVAkeoLg8WiAWLX0_5Vsiii?usp=sharing

History

#1 - 02/19/2022 10:23 AM - Anth12

- File *Player.log* added

- File *KSP.log* added

Definitely an issue. Note Kerbal Engineer needs to be installed and running to make the save file work.

I have heard of this bug in the past and I don't think its related to Kerbal Engineer.

Definitely happens towards the end of the burn when KSP fails to get an intercept/encounter or so the log files say

Player.log will show an issue at line 28637

KSP.log will show the issue as well(look at line 9787 and [LOG 00:02:56.321])

Note:
Sometimes it crashes to desktop
Sometimes the burn completes with what seems to be no problem but loading a Quicksave right after the loading screen never completes.

#2 - 02/21/2022 09:53 PM - niftyfingers

Actually use this folder for the whole of the save files:

https://drive.google.com/drive/folders/16HjAe7-NnzAJQPkX3QJaOrxb90gXD_SI?usp=sharing

#3 - 03/29/2022 03:41 PM - jukkamuhonen@hotmail.com

Intercepting bug, which occurs most often if you try to adjust course at jools moons.

Files

BURN-CAUSES-BUG.sfs	2.89 MB	02/17/2022	niftyfingers
Player.log	1.61 MB	02/19/2022	Anth12
KSP.log	814 KB	02/19/2022	Anth12