

# Kerbal Space Program - Bug #28626

## PS4 - frozen build and blue screen crash

04/06/2022 11:19 PM - Ande

<b>Status:</b>	New	<b>Start date:</b>	04/06/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2021-9-24 Patch 15	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

This is an intermittent bug where the system completely freezes when building a craft in the VAB. In this instance all I did was add 4 radial SRBs and it completely froze. Music still plays but can't do anything in the game. Eventually after 2-3 minutes it crashes to blue screen error ce-34878-0

### History

#### #1 - 04/06/2022 11:26 PM - Ande

See other bug for separate instance

<https://bugs.kerbalspaceprogram.com/issues/28621>

#### #2 - 04/15/2022 12:23 AM - Ande

Had two more in the VAB tonight so I've given up.

One immediately blue screen errored as I hit 'save'. Lost the entire build.

2nd time as I was building screen froze, music still played and eventually blue screen crash with the usual error. The only navigation possible is via the ps button back to the ps4 menus. When jukping back into KSP its just stuck with the music looping. Pain in the backside. Seems to be linked to the length of time playing. I was building an eve return vessel so was about 2 hours into the build. Can someone at Dev please respond!! I was asked to log these issues.

### Files

IMG_20220407_001156.jpg	3.15 MB	04/06/2022	Ande
16492871283523428371370071905041.jpg	2.9 MB	04/06/2022	Ande