

Kerbal Space Program - Feedback #3523

Custom Asteroids not allowing asteroids to spawn - for Starstrider42

11/13/2014 03:02 PM - Random_Tank

Status:	Closed		
Severity:	Very Low		
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Save was originally made in 0.24. When I updated it for 0.25, I also had to install v1.1.0 of the Custom Asteroids mod, but after I did, all of the asteroids that had spawned in the save (tracked or not) disappeared, and no further asteroids will spawn, even after time-warping for several months. The install of Custom Asteroids is completely vanilla, apart from the JoolRingAsteroid.cfg added via the Better Atmospheres mod; no options have been changed from default.

See forum post for any additional details here:

<http://forum.kerbalspaceprogram.com/threads/80483-0-25-Custom-Asteroids-1-1-0?p=1525317&viewfull=1#post1525317>

Random Tank

History

#1 - 11/14/2014 12:24 PM - unseeingwhale

After reading the forum post I believe Starstrider42 meant for you to post this in the issue tracker for Custom Asteroids which can be found here <https://github.com/Starstrider42/Custom-Asteroids/issues/>.

#2 - 11/14/2014 01:17 PM - Ted

- Status changed from New to Closed

- % Done changed from 0 to 100

Closing issue as it's not an issue with stock KSP.

Files

persistent.sfs	1.48 MB	11/13/2014	Random_Tank
output_log.txt	3.41 MB	11/13/2014	Random_Tank