

Kerbal Space Program - Bug #3912

Can't Enter Any Buildings

12/29/2014 12:58 AM - luigimario77

Status: Duplicate	Start date: 12/29/2014
Severity: High	% Done: 100%
Assignee:	
Category: Buildings	
Target version:	
Version: 0.90	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

I was recruiting Kerbals, so then I clicked the exit button, but it seemed to get stuck, and after a couple tries to greyed out. So I couldn't exit. I alt+f4'd to exit the game, and when I came back to that save, I was at the building selection screen. I couldn't enter any buildings, as clicking them didn't send me anywhere.

I could enter the launch pad, and the small window prompting which vehicle I want to send into space, but when I tried to send anything in space, it sends me back to to the building selection screen. It's only this save too, as my other save (with nearly nothing in it) works perfectly fine.

This is fairly game-breaking and I would really like to solve this.

History

#1 - 12/29/2014 08:35 PM - RexKramer

- Status changed from New to Need More Info

Please take a look at this guide for reporting bugs- <http://forum.kerbalspaceprogram.com/threads/92230-Stock-Support-Bug-Reporting-Guide>

The information in that guide will help the process greatly.

#2 - 12/30/2014 10:58 AM - RexKramer

Luigimario77, please also take a look at bug [#3243](#), and let us know if that sounds like what may be happening to you. If that's the case, Claw has a possible fix, which can be found here:

<http://forum.kerbalspaceprogram.com/threads/97285-KSP-v0-90-Stock-Bug-Fix-Modules-%28Release-v0-1-6-20-Dec-14%29>

#3 - 01/02/2015 11:11 AM - Squelch

I would suspect that this indeed another manifestation of [#3243](#). Without some further information however, it's hard to make that call. Maybe we should give it another day or so before marking it as a duplicate?

#4 - 01/05/2015 03:36 AM - Dat_Pwen

- File k0n5rY1.jpg added

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

While this is similar to [#3243](#) but this bug is in a newer version of KSP and i've been having this bug too (with NO mods) so i think that the KSP devs should start fixing this bug asap!

#5 - 01/05/2015 06:51 AM - jonny

- Status changed from Confirmed to Need More Info

- % Done changed from 10 to 0

Whether it's related to another bug or not, more information is still needed to diagnose. An upload of the save files with repro steps would be a massive help if possible.

#6 - 01/05/2015 06:58 AM - Squelch

- File deleted (k0n5rY1.jpg)

#7 - 01/06/2015 08:36 AM - RexKramer

- Status changed from *Need More Info* to *Duplicate*

- % Done changed from 0 to 100

Marking as duplicate of [#3243](#). Without logs or save files, not much to go on, but the original description sounds exactly like what happens when a Kerbal is removed from the crew roster.

I think this one stayed below the radar for several releases because there wasn't really a reason to fire Kerbals until 0.90.