

Kerbal Space Program - Bug #3922

Game-breaking bug

01/01/2015 07:37 PM - NomenNescio

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|--|-------------------------------|
| Status: Duplicate | Start date: 01/01/2015 |
| Severity: High | % Done: 100% |
| Assignee: | |
| Category: Gameplay | |
| Target version: | |
| Version: 0.90 | Language: English (US) |
| Platform: Windows | Mod Related: No |
| Expansion: | |
| Description I started up a new save with the Beta than ever update, and after few hours of playing the KSC menu would break. I would be unable to enter certain facilities or leave certain facilities. I enter the tracking station and then I can't "fly" any of my crafts or debris. I started a new save and once again it broke the same way after a few hours of playing. Restarting the game does nothing. My installed mods are as follows: Editor Extensions PlanetShine Ven's Part Revamp Protractor Continued - Rendezvous Plugin | |
| Related issues: Is duplicate of Kerbal Space Program - Bug #3243: Kerbals missing from the Cr... Closed 09/26/2014 | |

History

#1 - 01/01/2015 08:49 PM - RexKramer

- Status changed from New to Need More Info
- Severity changed from Critical to High

This sounds like bug [#3243](#). Please take a look at that bug.

The root cause appears to be when a Kerbal is removed from the Crew Roster, but has logged an achievement or milestone of some sort. There are a couple of ways a Kerbal could be removed from the roster, most common is probably firing them

Here's a better explanation of the issue, along with a couple of solutions.

<http://forum.kerbalspaceprogram.com/threads/105651-FIX-KSC-Buildings-Lock-Up-Can-t-Click-on-Anything-Firing-Kerbal-Crashes-Game>

#2 - 01/02/2015 07:31 AM - Squelch

- Status changed from Need More Info to Duplicate
- % Done changed from 0 to 100

This does indeed look like a duplicate report.

Please redirect any further information to the related report of [#3162](#) so we can collate all possible triggers into one place.