

Kerbal Space Program - Bug #3985

Ships vanish on Kerbin to Duna transit via Solar orbit as soon as selected in Tracking Station. Kraken.

01/22/2015 07:05 AM - 6079_Smith_W

Status:	Closed	Start date:	01/22/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I had three ships of similar design in transit to Duna, two vanished when they were selected, the screen went black, and I had to restart the game because the game display remained largely black (the menus would appear if I hit escape, but none of the scenery). I had no saves for these two ships, and when I tried to recreate the behaviour with the last ship, the ship appeared briefly after selection, then vanished into debris, with only the OKTO left in screen and at least one other part flying off at high speed on a solar system exiting trajectory. This time the screen did not go black and the game remained responsive. Then I tried another ship also heading to Duna (my last). It also vanished, but this time the screen went black again.

At the time of the initial 2 vanishments, I had no mods installed. After this I installed S.A.V.E.dll.

I have attached screen shots of the ship, the selection screen in the tracking station before and after, and the ship immediately after selection and a second or two after that once it disintegrated. Screen shots of the second ship after vanishing (ie black screen) are also included. Version 0.90.0.705; Windows 7 64 bit; 8GB RAM; NVidia GeForce GTX 660 Ti

History

#1 - 01/22/2015 08:54 PM - RexKramer

- Status changed from New to Need More Info

Could you please also post your output_log.txt? Ideally, grab this log immediately after the event occurs.

Instructions on locating your output_log.txt file can be found here:

<http://forum.kerbal-space-program.com/threads/92230-%21%21-PLEASE-READ-BEFORE-POSTING-%21%21-Stock-Support-Bug-Reporting-Guide>

While screenshots are usually helpful, in this case the output_log.txt file might provide us more insight into the issue.

#2 - 01/23/2015 05:17 AM - 6079_Smith_W

- File output_log.txt added

Here is the output_log.txt file. I had trouble reproducing the problem this time: everything behaved. But eventually after loading a previous quicksave, I got one of the ships to vanish.

#3 - 02/22/2015 12:32 PM - Rob

- File Rob.zip added

Here on my system I can easily reproduce this behaviour.

I'd say every 3rd to 5th time the switching fails.

Currently the only way to cope with it, is to quicksave before switching ships in the tracking station. In case it fails I quickload and completely restart ksp. Exiting to the start screen and reloading my save game won't change anything, the screen stays black.

I added my zipped save files (\Kerbal Space Program\save\<username>) and hope it'll help you to reproduce this bug. If you require any more information, I'll be happy to help. I didn't add any screenshots as those above perfectly describe the situation.

ksp 0.90.0.705
Win 8.1 64bit
NVidia GTX 780

#4 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 11/17/2015 02:29 PM - sal_vager

- Severity changed from High to Low

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Also please retest in 1.0.5

#6 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#7 - 08/09/2016 11:30 AM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

Vessel 2 after selection.png	127 KB	01/22/2015	6079_Smith_W
Vessel 2, back at the Kerbin screen - menu only.png	64.3 KB	01/22/2015	6079_Smith_W
TrackingStationSelection.png	485 KB	01/22/2015	6079_Smith_W
Vessel after Kraken in Tracking Station.png	552 KB	01/22/2015	6079_Smith_W
Vessel a couple of seconds after selection.png	770 KB	01/22/2015	6079_Smith_W
Vessel immediately after selection.png	803 KB	01/22/2015	6079_Smith_W
quicksave #18.sfs	2.61 MB	01/22/2015	6079_Smith_W
output_log.txt	2.55 MB	01/23/2015	6079_Smith_W
Rob.zip	1000 KB	02/22/2015	Rob