

Kerbal Space Program - Bug #467

Game crashes after launching rocket and intentionally causing explosion.

03/20/2013 12:06 AM - zerke2001

Status:	Not a Bug	Start date:	03/19/2013
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

What happens: Game crashes after launching rocket and intentionally staging prematurely causing explosion.

How to reproduce: I'm really not sure how to reproduce this crash as I tried several times after the fact and was unable to do so. I want to submit this crash report in hopes that it might help determine what caused it.

History

#1 - 03/20/2013 05:26 PM - Mr_Orion

- Status changed from New to Not a Bug
- % Done changed from 0 to 100

I think this bug can't really be counted as such, since it's not repeatable and is likely to be caused by generic reasons we can't pin down.

I suspect occurrences should become a lot less common after the dynamic asset loading is integrated into the game, as memory can often be the cause of many crashes.

Files

2013-03-19_214238.zip	147 KB	03/20/2013	zerke2001
-----------------------	--------	------------	-----------