

Kerbal Space Program - Bug #4820

Crash on reverting to SPH (1.0)

04/29/2015 07:45 PM - moxian

Status:	Closed	Start date:	04/29/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

This report category is most probably wrong, but it doesn't let me post without it, and there is no "unspecified crash" category. Sorry!

Flew a plane, failed to takeoff, crashed into sea, reverted to SPH, got crash.

Crash and .craft attached.

Win7 64 bit, steam version, no mods.

Career game, both runway and SPH level1

History

#1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/09/2016 01:38 PM - 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

2015-04-29_205522.7z	56.9 KB	04/29/2015	moxian
Auto-Saved Ship.craft	49.4 KB	04/29/2015	moxian