

Kerbal Space Program - Bug #4928

Occluded air intakes and then Kraken after Quicksave

05/05/2015 01:22 AM - Nemecele

Status:	Closed	Start date:	05/05/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I was flying a plane for a long time: I made a quicksave in flight to be sure and then I've dropped pods with chutes. But for some reasons, all four engines of the planes got a flame out: after some investigation while doing an emergency landing, it appears that the air intakes were Occluded (altitude: 1700m). So, I've pressed F9... and then Kraken: there was nothing but the stars, Kerbals were still here and altitude were more or less the same as before the loading: same for the map.

Only mod installed is Scatterer (<http://forum.kerbalspaceprogram.com/threads/115408>)

I've joined screenshots and the log from KSP_Data

Windows 7

Asus X54H:

CPU: i3 2310m

GPU: AMD 7470HD

4Go of RAM

Version is actually 1.0.2, not 1.0.1

History

#1 - 07/27/2015 05:29 PM - Squelch

- Platform Win32 added

- Platform deleted (Win64)

#2 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/17/2016 09:59 PM - Nemecele

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

It was probably a collision box issue, I can no longer reproduce it: you can close the case

#4 - 07/18/2016 03:53 AM - TriggerAu

- Status changed from Resolved to Closed

Awesome, Thanks Nemecele

Files

Screenshots.zip	4.6 MB	05/05/2015	Nemecele
settings.cfg	24.6 KB	05/05/2015	Nemecele