

Kerbal Space Program - Bug #5044

Reproducible crash when attaching Kickback Booster in VAB using symmetry.

05/25/2015 12:41 PM - akruppa

Status:	Duplicate	Start date:	05/25/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

KSP Version: 1.0.2, started through Steam on openSUSE 13.2 (Harlequin) (x86_64)

What Happens: Trying to attach a Kickback Booster to the attached ship design reproducibly crashes the game

Mods / Add-Ons: All Stock

Steps to Replicate:

- 1) Start a new Sandbox game
- 2) In the VAB, load the attached ship design
- 3) Select the S1 SRB-KD25k "Kickback" Booster
- 4) Select "4" in Symmetry Mode
- 5) Move the Kickback booster towards the radial attach points on the rocket

Result: The game crashes

Fixes/Workarounds:

- None that I found

Related issues:

Related to Kerbal Space Program - Bug #1005: Linux version crashes in VAB at ...

Closed

07/14/2013

History

#1 - 06/23/2015 05:23 AM - akruppa

- Status changed from New to Confirmed

- % Done changed from 0 to 10

The crash still occurs with version 1.0.3, using the same ship design and steps to reproduce.

#2 - 11/16/2015 08:34 PM - akruppa

The crash still occurs with version 1.0.5, using the same ship design and steps to reproduce.

#3 - 11/16/2015 08:58 PM - Squelch

- Subject changed from *Reproducible crash when attaching Kickback Booster in VAB* to *Reproducible crash when attaching Kickback Booster in VAB using symmetry*.

#4 - 11/20/2015 01:10 PM - sal_vager

- Related to Bug #1005: Linux version crashes in VAB at certain times when using symmetry added

#5 - 11/20/2015 01:12 PM - sal_vager

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

Duplicate of [#1005](#)

Files

