

Kerbal Space Program - Bug #6005

Game Crashes when Returning to Space Center

11/30/2015 02:09 PM - yehster

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	11/30/2015
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Win64, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
With focus on Minimus Mining Co base (loaded from this quicksave), upon returning to the Space Center, the game crashes consistently with the attached error outputs.			
Also, must access Space Center by hitting escape, as trying to click the button at the top for Space Center the button moves up and down a lot.			
Running Windows 7 64-bit.			

History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

quicksave.sfs	2.43 MB	11/30/2015	yehster
error.log	37 KB	11/30/2015	yehster
crash.dmp	118 KB	11/30/2015	yehster
report.ini	636 Bytes	11/30/2015	yehster
output_log.txt	582 KB	11/30/2015	yehster
DxDiag.txt	45.9 KB	11/30/2015	yehster