

Kerbal Space Program - Bug #621

Ship Editor/Craft File Bug Hangs Game

05/13/2013 08:53 AM - Hyomoto

Status:	Closed	Start date:	05/13/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Not sure exactly what happened here, but I had allow objects to overlap in the debug menu and this seems to have happened. It's a bit hard to explain in words but basically I have two craft files I'm including, one hangs the entire hangar controls when you load it. The other one will hang if you try to fix an error in the craft. Note, the game is still going, the interface is what hangs.

I noticed when I went to launch my ship after a modification that one of the engines is underground and firing. I thought I'd made some part misplacement so I went to check and discovered there is a duplicate part occupying the same space as it's intended counter part. If you try to fix this, or delete a part, you will no longer be able to interact with the craft in the editor. Note, I'm using some modded pieces; Improved Struts and Trusses, KSPX and Damned Robotics. Since I can't edit these files, there's nothing I can do about that. I figured I could just pop it open in a text editor and see the issue but it's all greek to me.

<http://kerbalspaceport.com/improved-trusses-0-18-robaus-warehouse/>

<http://kerbalspaceport.com/0-18-4-kspX-parts-expansion/>

<http://kerbalspaceport.com/damnedrobotics/>

History

#1 - 06/22/2013 07:06 AM - m1nd0

You could try my ksp save fix program:

<http://forum.kerbalspaceprogram.com/showthread.php/25722-Hello-World?p=427665&viewfull=1#post427665>

I tried it with your craft and it has some missing links (save file was broken). However since I do not have those mods installed I was unable to test if it worked.

#2 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#3 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 07/17/2016 07:22 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Win32)

This looks like it was due to some symmetry and the phantom linking issues.

Files

Scorpion Hauler Mk 1.craft	210 KB	05/13/2013	Hyomoto
Scorpion Hauler Mk 1 - Copy.craft	295 KB	05/13/2013	Hyomoto