

Kerbal Space Program - Bug #13324

Crash!!!

11/27/2016 09:34 PM - mafman97

Status:	Closed	Start date:	11/27/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

So I was trying my design for the Titan I missile, and after two reentry skips, the game froze and crashed...Just like that. I looked through the log, and it is absolutely full of errors!

History

#1 - 12/05/2016 09:00 AM - JPLRepo

- Status changed from New to Need More Info

Can you please provide log files when the crash occurs. the error.log does not provide enough information.

#2 - 12/07/2016 01:35 PM - Azimech

Did you, by chance, use the aerodynamic overlay (F12)?

#3 - 07/31/2019 10:33 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#4 - 07/31/2019 10:33 PM - chris.fulton

- Status changed from Resolved to Closed

Closing in effort of database cleanup.

Files

crash.dmp	330 KB	11/27/2016	mafman97
error.log	34 KB	11/27/2016	mafman97