

# Kerbal Space Program - Bug #14660

## Crash at EVA

04/01/2017 10:37 PM - 42Antares

<b>Status:</b>	Moot	<b>Start date:</b>	04/01/2017
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Just started a Science Mode. Already on the launchpad. After a Goo-inspection wanted to go to EVA, then the game crashed. Also included the crash, error and the output\_log too.

### History

#### #2 - 04/07/2017 08:37 AM - bewing

I copied your report to the Prerelease tracker, since it happened when using the prerelease beta program. The new report is here: #14740

The most important thing we need to know now is whether you can make this same error happen **again**. If so, that will be very useful, but we will need a lot more information about how you did it. Please add any replies or additional information to the #14740 bug report.

#### #3 - 12/03/2019 10:08 PM - RafaHdz

- Status changed from New to Moot

### Files

File Name	Size	Date	Author
1.jpg	259 KB	04/01/2017	42Antares
2.jpg	262 KB	04/01/2017	42Antares
3a1.jpg	283 KB	04/01/2017	42Antares
3a2.jpg	254 KB	04/01/2017	42Antares
error.log	36.7 KB	04/01/2017	42Antares
crash.dmp	182 KB	04/01/2017	42Antares
output_log.txt	639 KB	04/01/2017	42Antares