

Kerbal Space Program - Bug #15376

Crashing after update

05/26/2017 06:12 PM - ISooRock17

Status:	Closed	Start date:	05/26/2017
Severity:	High	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've recently updated my game to 1.3.0 and haven't started up the game in a while. The game crashes on startup before I reach the menu and gives me an error log (attached). I updated my graphics card drivers and the issue persists. The only mod that I have is MechJeb2 which I haven't updated. I haven't tried running the application without the MechJeb installed.

History

#1 - 05/26/2017 09:46 PM - JPLRepo

- Status changed from New to Needs Clarification

No log attached.

You have an updated mod installed?

Then it will crash. Unfortunately we can't support modded installs.

I'd recommend you remove your outdated mod until such time as the mod author released an update.

If the game continues to crash with NO mods installed then please report back with logs.

#2 - 08/06/2019 04:50 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#3 - 08/06/2019 04:51 PM - chris.fulton

- Status changed from Resolved to Closed