

# Kerbal Space Program - Bug #18702

## Save file corruption after update

04/27/2018 03:43 AM - Mazlem

<b>Status:</b>	Investigating	<b>Start date:</b>	04/27/2018
<b>Severity:</b>	Low	<b>% Done:</b>	20%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

### Description

Updated from 1.4.2 to 1.4.3. Also updated the expansion pack. The save is lightly modded - graphics, KER, KAC, no parts mods. The problem remains after removing the mods.

After updating, when I load the save I can't open up most of the facilities; nothing happens. I can see a few active craft on the grounds but clicking Fly Now does nothing. I can open the Astronaut Complex and the Research Facility, but then can't exit them. I also can't exit to the main menu.

A brand new save is fine, so it seems my main save was corrupted.

### History

#### #1 - 04/27/2018 06:39 AM - jclovis3

- Status changed from New to Need More Info

I cannot duplicate. I backed up my 1.4.2 persistent data before loading the game under 1.4.3 and did not have any trouble accessing facilities, switching to ships, or anything that you describe. I don't run mods, so I suspect one of your mods corrupted your save files. You say the bug persisted after removing the mods, but by then you had already corrupted your save. While the version change may have altered how data was stored in the basic structure, there is a chance one of your mods was not designed to be compatible with this change.

#### #2 - 04/27/2018 11:39 AM - Mazlem

I updated the expansion pack after the save file got corrupted so that may have been part of it. While trying to use the backup save files, I was able to get it to load using a backup quicksave. It loads directly into the last scene (at a station in orbit) but I can't exit that scene.

Right now I'm downloading a fresh copy of KSP to see if that helps in its current state.

#### #3 - 04/27/2018 12:04 PM - Squelch

- File screenshot3.png added

I have taken a look at your log and it indicates that there are some module manager remnants present.

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Environment Info

Win32NT 7FFFFFFFFFFFFFFF Args: KSP\_x64.exe

Mod DLLs found:

Stock assembly: Assembly-CSharp v0.0.0.0

Stock assembly: KSPSteamCtrlr v0.0.1.35

Stock assembly: Steamworks.NET v9.0.0.0 / v9.0.0

Folders and files in GameData:

Stock folder: Squad

Stock folder: SquadExpansion

ModuleManager.ConfigCache

ModuleManager.ConfigSHA

ModuleManager.Physics

ModuleManager.TechTree

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The persistence save is loading in a fresh copy of KSP, but the save has references to mods that have been removed.

**#4 - 04/27/2018 02:57 PM - Mazlem**

Funny enough I removed the mods while trying to fix it!

The save file itself seems ok because I reverted KSP to 1.4.2 and it was happy again.

I was just checking at the store; it looks like the expansion download hadn't updated to 1.4.3 until today. I downloaded it late last night but I'm pretty sure it's version was 1.4.2. So I bet getting that updated will fix it. Will try that after work.

**#5 - 04/28/2018 12:23 AM - Mazlem**

Updating the expansion pack fixed it. And now to make sure I have a backup of the whole thing. :)

**#6 - 04/28/2018 06:12 AM - jclovis3**

- Status changed from *Need More Info* to *Updated*

- % Done changed from 0 to 10

**#7 - 05/01/2018 09:04 AM - Squelch**

- Status changed from *Updated* to *Investigating*

- % Done changed from 10 to 20

I'm pleased that the cause has been identified as a mismatch between the base game and expansion versions. This problem is unique to the store.

**Files**

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Mazlem - science.zip	3.82 MB	04/27/2018	Mazlem
output_log.txt	666 KB	04/27/2018	Mazlem
screenshot3.png	854 KB	04/27/2018	Squelch