

Kerbal Space Program - Bug #19523

Any action impossible

08/14/2018 05:17 AM - degobiol

Status:	Closed	Start date:	08/14/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	PS4 - Enhanced Edition 2019-03-28 Patch 3		
Version:	PS4 - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

From time to time, KSP stop allowed action, whether it is in VAB, for recover vessel, or in any other building, no action is possible. I tried to save and go back to the main menu, but it doesn't work, the only way to actually fix it, is to stop KSP (in PS4 menu -> close application) then restart it. Boring isn't it ?

History

#1 - 08/18/2018 08:46 AM - degobiol

Ok, I played several hours (about 4/5) without any problem the day before yesterday, then yesterday the crash came after each mission. Long or short mission get the same result : unable to use the X button in the VAB. I tried to come back to the space center : nothing more, to the mission control : same, to the tracking station : same again, to the main menu and back in the game : no way. The only way to use properly the X button in the VAB is to close the KSP ap' in the PS4 menu, then launch it again.

#2 - 08/22/2018 01:00 PM - degobiol

Well, my career mode is on it's way without any new crash, and I would like to make some test before do them in career, so I went to the sand box, and then, the game crash again, three time in one hour. So I supposed that the game don't like new saves, then I try another career mode, Crash again... I think so the beginning of a new game crash, but after some progress, it doesn't. (Try to document the best I can)

#3 - 03/28/2019 05:13 AM - joshua.collins

- Status changed from New to Ready to Test
- Target version set to PS4 - Enhanced Edition 2019-03-28 Patch 3
- % Done changed from 0 to 80

#4 - 07/24/2019 11:40 PM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#5 - 07/24/2019 11:40 PM - chris.fulton

- Status changed from Resolved to Closed