# 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 begining 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*