

Kerbal Space Program - Bug #21309

Crashed unexpectedly, console

02/21/2019 04:26 PM - Lolxd21

Status:	New	Start date:	02/21/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	Xbox One - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

I finished building a vehicle in the SPH and moved to the VAB to build a station part. The game crashes unexpectedly and rarely when going to the VAB or SPH, this crash was especially frustrating because I was working on my first space station and it got erased because of the stupid backup system, add a feature where when I quick save it will also back up my game!

History

#1 - 03/08/2019 09:38 PM - Arch3rAc3

I don't get the problem to be honest - aside from the crash, which was not very descriptive and apparently not the focus on the description.

"add a feature where when I quick save it will also back up my game!". You can save the craft, either as a craft itself or as a subassembly. After you leave the building it should also be auto saved (both the craft and the game). Yet, you can always quick save the game manually as well. I also don't see how the backup system "erased" your ship.

The main problem here seems to be the crash - which may happen due to hundred of reasons. But you should detail it a bit more.