Kerbal Space Program - Bug #21946

Maneuver to circularize and rendezvous around Mun inevitably crashes game

04/20/2019 01:07 PM - bugsRstupid

Status:	New	**Start date:**	04/20/2019
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.7.0	**Language:**	English (US)
Platform:	OSX	**Mod Related:**	No
Expansion:	Core Game		

Description

Any attempt to timewarp towards this maneuver node has led to a crash. I was also on a rendezvous with a station orbiting the Mun, this may be unrelated but that is yet to be seen.
I had to restart KSP three times and each time, without fail, the game crashed upon timewarp. As I was typing this report I tried to get a screenshot of my orbit. As I was adjusting
the maneuver node the game crashed even without timewarp.

History

#1 - 04/20/2019 01:16 PM - bugsRstupid

- File Screen Shot 2019-04-20 at 9.13.28 AM.png added

I saw that the intercepts began to flicker so I went back to look at the debug screen and I found that it said "failed to find any intercepts at all". The game crashed immediately. It seems the error only occurs with a second intercept.

Files

Screen Shot 2019-04-20 at 9.04.34 AM.png	1.95 MB	04/20/2019	bugsRstupid
Screen Shot 2019-04-20 at 9.04.06 AM.png	1.85 MB	04/20/2019	bugsRstupid
Screen Shot 2019-04-20 at 9.13.28 AM.png	1.76 MB	04/20/2019	bugsRstupid