

Kerbal Space Program - Bug #21958

Kerbal Clones created in space stations in KSP Enhanced Edition on Xbox one

04/22/2019 07:44 PM - marcusfast

Status:	New	Start date:	04/22/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	Xbox One - Enhanced Edition 2019-03-28 Patch 4	Language:	English (US)
Platform:	PS4, XBoxOne	Mod Related:	No
Expansion:	Core Game, Making History		

Description

I have been experiencing a bug that is really messing up my missions on Xbox. When ever I place any Kerbals in any type of space stations the multiply to a random number. could be just two three or four or more its random. when a kerbal is cloned and I try to return any of the cloned kerbals or the original kerbal back to KSC it will say in the de-briefing that they have returned but as soon as I go to the VAB or the SPH they are gone. in The Astronaut Complex it says they are still on the station. The only solution is to remove the kerbal from the space station and get them far away and then EVA all clones and Terminate them in the tracking station. This only happens in space station not bases planet side or any other type of vessel. Please please fix this because in this current state space stations are unusable.

History

#1 - 04/25/2019 08:02 PM - Ponchinizo

- File *PS_Messages_20190425_141037.jpg* added

- Platform *PS4* added

I am experiencing the same issue on PS4, with the History and Parts dlc. Kerbals clone in the Astronaut Complex and also reappear in their space station after being safely landed and recovered. This has essentially broken my main career save, missions cannot continue until the Kerbalnauts stop their unauthorized in-orbit cloning program!

Files

AC1.JPG	445 KB	04/22/2019	marcusfast
AC2.JPG	447 KB	04/22/2019	marcusfast
PS_Messages_20190425_141037.jpg	383 KB	04/25/2019	Ponchinizo