Kerbal Space Program - Bug #23252

PS4 1.07 breaks game

07/26/2019 09:27 AM - BoomGTDynamite

Status:	Closed		**Start date:**	07/26/2019
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Bug Tracker			
Target version:	PS4 - Enhanced Edition 2019-07-31 Patch 8			
Version:	PS4 - Enhanced Edition 2018-07-19		**Language:**	English (US)
Platform:	PS4		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

On YouTube there are a couple videos. Since 1.07 whenever you try to launch a new craft incredible fps drop and lag. You maybe get to see 20 frames before it completely freezes. Menu is unavailable so you need to restart. My testing shows that the SPH launches fine, prior saves from before making history worked fine. A fresh game worked okay, but I did not have any of the making history parts to trial. Thanks for the help.

Related issues:

Has duplicate Kerbal Space Program - Bug #23280: Incredible Lag Caused by Pla...	**Duplicate**	**07/30/2019**
Has duplicate Kerbal Space Program - Bug #23289: Lag on lunchpad	**Duplicate**	**07/31/2019**

History

#1 - 08/01/2019 12:44 AM - chris.fulton

- Has duplicate Bug #23280: Incredible Lag Caused by Planted Flags added

#2 - 08/01/2019 12:45 AM - chris.fulton

- Has duplicate Bug #23289: Lag on lunchpad added

#3 - 08/01/2019 12:49 AM - chris.fulton

- Status changed from New to Ready to Test

- Target version set to PS4 - Enhanced Edition 2019-07-31 Patch 8

- % Done changed from 0 to 80

Setting this bug to RTT, patch 8 release addressed this issue. Please check and update the bug to Resolved if it is indeed fixed. Thanks!

#4 - 02/20/2020 08:02 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#5 - 02/20/2020 08:02 PM - chris.fulton

- Status changed from Resolved to Closed