

Kerbal Space Program - Bug #2384

Crash on staging

04/12/2014 09:37 AM - Saskwach

Status:	Duplicate	Start date:	04/12/2014
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I have a ship that, when I transition to the second stage, crashes the game. The only mods I'm using are Engineer and Alarm Clock.

I'm running x86_64 Linux with an nVidia card. I don't see anything interesting on the console (Aborted.) or in the KSP.log. If there's a way to get a core dump or something, let me know and I'll do it.

History

#1 - 04/12/2014 09:54 AM - Kasuha

I wasn't able to verify it because I couldn't load your quicksave or ships (don't have KER installed, that's what I believe is required) but you might check if your problem is not the same as what's in issue [#2355](#)

#2 - 04/12/2014 11:16 AM - Saskwach

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Yep, it looks like the same problem.

Files

ksp-crash.tgz	337 KB	04/12/2014	Saskwach
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