

Kerbal Space Program - Bug #24540

Loading craft crashes the game

01/04/2020 10:17 AM - thedogofcoolness

Status:	New	Start date:	01/04/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

So, I have a new savegame, and I wanted to re-use one of my rockets, but when I clicked on the 'load craft' button, the game crashed. I re-opened Kerbal Space Program, and tried again, and it crashed again! This is mildly annoying, especially if you have just a handful of craft that can do nearly everything you need. I've attached the game file, maybe that could help, I'm not sure, I only have that one so I haven't tested it on other savegames.

Files

persistent (2020_01_01_18_50_38).sfs	485 KB	01/04/2020	thedogofcoolness
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