

Kerbal Space Program - Bug #25163

REVERT TO VAB . NOT SAVING BUILD CHANGES

04/15/2020 05:38 AM - rusty.needles

Status:	New	Start date:	04/15/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	PS4 - Enhanced Edition 2020-02-19 Patch 11	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I start the game and either make a new ship or work on an existing ship, though when I launch and revert back to VAB to make changes, any changes that I make are not saved,

for example, let's say I built a ship with 4 solid rocket boosters and proceeded to carry out a launch test, though I decide upon testing to revert to VAB and remove 2 of the 4 solid rocket boosters, I save the ship and proceed to launch again, though upon loading onto the launch pad, the 2 solid rocket boosters I had removed are still there, this goes for any other changes made.

I must say that it's frustratingly annoying that you lot leave these game breaking bugs for months and months on end, we paid for the game and I'm quite certain customers want a working product ! I sure I do and I definitely don't want to continue having to restart the application every fucking time I wish to make changes to a ship build ! and that's exactly what I'm having to do ! If I were you, I'd be embarrassed and more so because the bugs are left untended to for months ! I'm honestly sick and tired of broken games and Devs who seem like they don't give a shit, it sucks.

History

#1 - 04/15/2020 06:43 AM - MisterDoctor

I have occasionally seen similar issues. I have a suspicion as to the cause, but not a very confident one, and even if it were true it may not apply in this case.

Do you happen to be using TT18-A Launch Stability Enhancer? (Tall red "rocket holder" thing.)

#2 - 04/16/2020 10:59 AM - rusty.needles

MisterDoctor wrote:

I have occasionally seen similar issues. I have a suspicion as to the cause, but not a very confident one, and even if it were true it may not apply in this case.

Do you happen to be using TT18-A Launch Stability Enhancer? (Tall red "rocket holder" thing.)

I'm unsure if this is how or where I reply ? ... but yes, for this build and most builds I use the TT18-A stabiliser

#3 - 04/16/2020 01:48 PM - MisterDoctor

I have experienced extremely strange glitches in the VAB and on launch when reverting after having used mirrored stability enhancers, in one case to the point that my vehicle's save file eventually became corrupted and would no longer open (error about missing parts).

it's hard to know what is or isn't part of the problem, as it's just all random glitches, and I don't know for sure that it is related to the stability enhancers or not, but it always **seems** to be related.

it seems to start as the stability enhancers randomly refusing to stay connected to your rocket after reverting. I also had strange kraken-like effects that I don't know were related, but parts of my rocket would spontaneously become unstable during launch and explode. it was actually a payload inside a cargo bay; after ~30 seconds of flying it would all of a sudden violently vibrate and then break apart and explode inside my rocket for no apparent reason. looking at the parts there was no obvious reason why it should do that.

eventually, whatever was wrong started interfering with the world loading, and the UI and world on the launchpad would only half-load. I can't remember the details and didn't screenshot anything.

and then, after a while, the vehicle save became corrupted enough that it wouldn't load anymore. I rebuilt the rocket from scratch and didn't end up having the problem to that degree again.

but I have had the stability enhancer problems many times, and get really worried every time they start behaving strangely again.

I can't know if any of this is related to your issue or not, but it's possible.