

Kerbal Space Program - Bug #25714

Unexpected crash while playing career with few mods

07/06/2020 12:31 AM - Dfa-DoM

| | | | |
|------------------------|--|---------------------|--------------|
| Status: | Need More Info | Start date: | 07/06/2020 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Application | | |
| Target version: | | | |
| Version: | 1.10.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | Yes |
| Expansion: | Breaking Ground, Core Game, Making History | | |
| Description | | | |
| All is in the title. | | | |

History

#1 - 07/07/2020 08:37 AM - Dfa-DoM

I was playing smoothly for about 1 or 2 hours, then as I changed the scene, the crash handler triggered and I rapidly finished to the desktop without any hints.

#2 - 07/07/2020 02:11 PM - Robert.Keech

- Status changed from New to Need More Info

Hi, because the crash occurred while you had mods installed, we can't rule out whether it's the game causing the crash or the mods causing the crash. I'd advise not using outdated mods as these could be causing issues.

#3 - 07/07/2020 02:58 PM - Dfa-DoM

Fair enough. But all used mods were flagged as 1.10 or "any" version compliant in CKAN as you may see in the provided logs:

```
Mod DLLs found:
Stock assembly: Assembly-CSharp v0.0.0.0
ModuleManager v4.1.3.0
MiniAVC v1.4.0.0
ABCORS v0.5.1.2 / v0.4.1.0
AllYAll v0.11.19.0 / v1.0.0.0
AutoAGL v1.0.0.0
BetterBurnTime v1.0.0.0
KXAPI v1.0.0.0
CraftManager v1.0.7240.23210
KatLib v1.0.7240.21438
KerbalEngineer v1.1.7.2
KerbalEngineer.Unity v1.0.0.0
KatLib v1.0.7240.21438
```

Anyway, is there some means to get more details from stacktrace that could be relevant for you (or the mod developer), such as pdb files ?

Files

| | | | |
|--------------------------------|--------|------------|---------|
| Crash_2020-07-06_000957349.zip | 463 KB | 07/06/2020 | Dfa-DoM |
|--------------------------------|--------|------------|---------|