

Kerbal Space Program - Bug #25722

Collecting debris leads to internal bug and leaked data

07/06/2020 06:32 PM - Dfa-DoM

Status:	New	Start date:	07/06/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Regression		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Once ended a mission and found debris nearby, I was unable to collect them directly (SShot-1). Trying to do this from the tracking station seemed to work (SShot-2), but getting back to KSC shown that a problem occurred (Sshot-1 again). Leaving the game, let the debris sticky (Sshot-3) on screen, and we still can try to interact with (Sshot-4), but without success.

History

#1 - 07/07/2020 08:32 AM - Dfa-DoM

- File KSP.log.zip added
- Subject changed from Unable to collect debris to Collecting debris leads to internal bug and leaked data
- Category changed from Gameplay to Regression

Added missing KSP.log

For the record, this issue occurred several times (in other games sessions).

The save game already suffered [#25714](#)

Files

File Name	Size	Date	Author
Player.log.zip	70.3 KB	07/06/2020	Dfa-DoM
Sshot-1.jpg	95.7 KB	07/06/2020	Dfa-DoM
Sshot-2.jpg	126 KB	07/06/2020	Dfa-DoM
Sshot-3.jpg	209 KB	07/06/2020	Dfa-DoM
Sshot-4.jpg	210 KB	07/06/2020	Dfa-DoM
persistent.sfs	99.8 KB	07/06/2020	Dfa-DoM
KSP.log.zip	73.2 KB	07/07/2020	Dfa-DoM