

Kerbal Space Program - Bug #25965

Game freezes when leaving vehicle, stack overflow in log

08/16/2020 01:39 AM - hindwarf

Status:	New	Start date:	08/16/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

My current save keeps crashing when I leave a vehicle, either returning to the tracker, or switching to another vehicle. Windows show error that KSP is not responding and I need to kill it. The state does appear to save correctly before the crash. I have zipped up my game save and log files and attached them. No mods are installed.

Current save has many crafts encountering Jool and it moons with multiple trajectories.

Steps to recreate using attached save:
Open "Jool Exploration" Save
Go to tracker and fly the craft named "Laythe Rover".
Exit the craft back to the space center and the game crashes.

Files

Jool Exploration.zip	1.1 MB	08/16/2020	hindwarf
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