

Kerbal Space Program - Feedback #27140

Game is overally frustating with amount of new bugs we have

01/25/2021 01:51 PM - jukkamuhonen@hotmail.com

Status:	New	
Severity:	Low	
Assignee:		
Category:	Controls and UI	
Target version:		
Version:	1.11.0	Language: English (US)
Platform:	Windows	Mod Related: No
Expansion:	Breaking Ground, Core Game, Making History	
Description		
<p>This is getting annoying to play, every day i fight couple new bugs, which ruins my whole missions. Then i figure out half of time how to overcome those bugs.</p> <p>This is getting ridiculous when you have to take bugs on note when designig rockets.</p> <p>Actually most of time its just best to do basic rocket, don't try anything fancy, dont add robotics parts, dont rely on eva construction to add parts later, because anything of that doesn't work.</p> <p>Don't trust that your miners won't explode when you time warp, or deployaples doesn't jump from surface, your orbits doesn't change during time warp.</p> <p>I am getting enought of this.</p>		

History

#1 - 01/25/2021 01:52 PM - jukkamuhonen@hotmail.com

Don't rely that you can add probe core later on your ship, because eva constrution mode doesn't show allways your nodes so you can't put it there.

#2 - 01/25/2021 03:44 PM - kamine

I am getting enought of this, TOO.

#3 - 01/25/2021 04:26 PM - KerbalSpacefan157

I had enough as well man. I am on the ps4 and I'm always having bugs I have to combat and constant game crashes.

I had this one bug that not only ruined my missions but also my saved game which now keeps freezing when I click continue

I lost about a year work now and I reported this bug that I had and no response for almost 3 months

I wish the game developers would focus more of there work on Bugs. If anyone can help this bug Me and others are having this is the link to it <https://bugs.kerbalspaceprogram.com/issues/26715> I still love this game.

#4 - 01/25/2021 07:41 PM - dok_377

Actually most of time its just best to do basic rocket, don't try anything fancy, dont add robotics parts, dont rely on eva construction to add parts later, because anything of that doesn't work.

My god, you are describing my feelings perfectly. 1.11 might be the version the game will suffer the most from. Some of the bugs in this version are annoying to say the least, the others are so complex (too complex even for workarounds) that you can't even produce a proper bug report most of the times just because you don't know what the heck is going on, and some of them straight up breaking the game. On fundamental levels, like satellites dropping out of orbits after separating from the rocket because there is no orbit anymore, just NAN and infinity. It's sad to think about, but in my opinion this is it. With the team that works on the game now - I don't believe they can actually fix this mess. Or, if they can, it will take so much time, it's not even worth waiting for at this point. I downloaded back 1.10.1 and installed some mods (mainly the ones that add features similar to 1.11, like KAS & KIS) and I must say, I'm enjoying that way more than battling countless bugs and broken stuff from 1.11. By now I'm just testing and getting myself familiar with features, but if they will not release 1.11.1 by the end of the month, I might as well just move my save permanently and start playing with mods. I'm pretty much done with updating the game. All it does is just breaking it even more.