

Kerbal Space Program - Bug #27278

Game crashes when changing light colors towards #000000 with color picker

02/14/2021 02:05 PM - Happy_Ant

Status:	New	Start date:	02/14/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts action window		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When attaching a light source (tested with light strip, illuminator and dome light) to a vessel in VAB, opening its part action menu and dragging the color picker towards #000000 the game crashes.

KSP 1.11.1.3066 (Steam version), fresh install, no mods.

KSP.log and Player.log don't seem to show anything about the crash, no crash log written to disk.

Crash was confirmed by two other players on the Steam forum.

History

#2 - 03/19/2021 08:45 PM - blocks1245

i am seeing the same thing, a friend of mine did to.

We are both playing on version 1.11.2.3077

I don't have any of the extentions. My friend has the breaking ground extention

Files

Player.log	813 KB	02/14/2021	Happy_Ant
KSP.log	436 KB	02/14/2021	Happy_Ant