

Kerbal Space Program - Bug #27542

in reference to Bug #1207

04/16/2021 02:57 AM - IanNewbie

Status:	New	Start date:	04/16/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Making History		

Description

I have a miner on the Mun. It is mining. However I am not able to switch to any other vessels (relay, ships, probes, etc.). I get the "cannot switch vessels while about to crash" message

History

#1 - 04/16/2021 02:59 AM - IanNewbie

- File *persistent.loadmeta* added
- File *persistent.sfs* added
- File *Science.craft* added
- File *Science.loadmeta* added

Attaching the current sfs and craft file

#2 - 04/16/2021 03:04 AM - IanNewbie

- File *Player.zip* added

#3 - 04/17/2021 06:06 AM - IanNewbie

Update. If I have the landing legs deployed there is no issue. However every time I raise the landing legs, and I have landed, I am getting the message "cannot switch vessels while about to crash".

Also the vessel is moving whilst on landed when the legs are retracted but still touching the surface

Files

File Name	Size	Date	Author
<i>persistent.loadmeta</i>	398 Bytes	04/16/2021	IanNewbie
<i>persistent.sfs</i>	2.68 MB	04/16/2021	IanNewbie
<i>Science.craft</i>	650 KB	04/16/2021	IanNewbie
<i>Science.loadmeta</i>	5.11 KB	04/16/2021	IanNewbie
<i>Player.zip</i>	166 KB	04/16/2021	IanNewbie