

Kerbal Space Program - Bug #2791

recovering capsule in water causes game crash

07/18/2014 10:59 AM - mattihase

Status:	Closed	Start date:	07/18/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

While playing ksp 0.24 i have experienced a bug which causes the game to crash if i try to recover a capsule with a parachute and antennae on it while splashed down, however it does not happen when i recovered a capsule, parachute antennae and liquid fuel tank and an engine from the water or in fact anything more than the capsule/parachute/antennae combo. This bug has happened twice to me. (first time the capsule was on it's own the second it was next to 2 other capsules and a bouncing 1.25 meter decoupler). After restarting i have recovered both capsules from the tracking station with no issue..

i am running windows XP SP3 and KSP 0.24.0.549.

History

#1 - 07/18/2014 11:14 AM - Kerolyov

- Status changed from New to Need More Info

Can't replicate on Windows 7 so far (I used Mk1 pod, antenna and mk16 parachute). Could you give exact set of steps you follow when this occurs? Also posting your log after a crash might help the devs work out whats happening.

To post log click look in your KSP directory and find KSP_data folder, inside there is output_log.txt file. Please attach that to this issue straight after you get a crash.

#2 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#3 - 08/09/2016 10:56 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention