

Kerbal Space Program - Bug #28335

Duplicating an object with CTRL+Z and placing it on itself crashes game.

07/22/2021 03:13 AM - ConcernedKerbal111

Status:	New	Start date:	07/22/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I do not have any mods installed and I have never modified KSP after downloading it on Steam. KSP.log is attached below, it may offer insight into what happened here.

What happens: When attaching a duplicated object to itself the game crashes.

How to reproduce:

1. Take any object that is not a root object and place it on a craft.
2. Click on that object so you're holding it and press CTRL+Z this will make an identical object appear in the same place that the object you took was.
3. Place the object that you're still holding onto the object created by pressing CTRL+Z, the game will crash.

Notes: I haven't yet tested if any objects aren't affected by this bug but there are a few that I know are affected: fuel tanks, docking ports, structural girders.

Versions affected: 1.12.0 and possibly previous versions.

History

#1 - 07/23/2021 11:59 AM - IvanBatura

Haven't been able to replicate this issue on freshly installed KSP 1.12.0 with DLCs. Doesn't seem to happen on long running modded install either.

Files

KSP.log	461 KB	07/22/2021	ConcernedKerbal111
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