

Kerbal Space Program - Bug #28449

Intercepts with another vessels leads to GAME CRASHING to desktop.

08/22/2021 10:26 AM - jukkamuhonen@hotmail.com

Status:	New	Start date:	08/22/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

This doesn't happen with every vessel everytime you rendezvous. But here is save and log file where it happens everytime.

How to do:

Quicksave is currently intercepting another vessel with high velocity. Keep intercept tab open to see your closest distance. Burn slowly to target retrograde and same time try getting vessel closer. At some point game will crash.

Note:

During burn to target retrograde you can see intercept distances flickering, seems like game has hard times to know when intercept is happening. Log file has intercept error messages too.

I am trying to retrieve that part from Minmus orbit and get it to Kerbin. It is mission item, which i have rescued Kerbal already from.

History

#1 - 08/22/2021 10:36 AM - jukkamuhonen@hotmail.com

- File crash when intercept.sfs added

uploaded another quicksave, seems like earlier doesn't always lead to crash.

- 1)Target scrap orbiting minmus.
- 2)Burn maneuver node
- 3) warp closer
- 4) try burn intercept closer
- 5) continue warping and trying get closer.

at some point of this procedure game crashes.

#2 - 08/26/2021 05:36 AM - Crazy1

Cross reference issue <https://bugs.kerbalspaceprogram.com/issues/28460>
Player log also spams: "CheckEncounter: failed to find any intercepts at all" before CTDT
But my method is different; likely related root cause.

Files

quicksave.sfs	3.41 MB	08/22/2021	jukkamuhonen@hotmail.com
KSP.log	491 KB	08/22/2021	jukkamuhonen@hotmail.com
crash when intercept.sfs	3.43 MB	08/22/2021	jukkamuhonen@hotmail.com