

Kerbal Space Program - Bug #4050

VAB Ships Won't load

02/08/2015 06:50 PM - Solar424

Status:	Closed	Start date:	02/08/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

For some reason, I can't load previously made ships in the VAB in a specific save file. In any other file the VAB works fine. The only mod I have installed is Kerbal Alarm Clock.

History

#1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#2 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/09/2016 01:14 PM - 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