Kerbal Space Program - Bug #5010

First load bug

05/16/2015 10:59 AM - Kappa

Status:	Closed		**Start date:**	05/16/2015
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.0.1		**Language:**	English (US)
Platform:	Win32		**Mod Related:**	No
Expansion:				

Description

Each time I restart the game and load a flight something breaks, if the vessel is on the launch platform (see screenshot) it doesn't let me enable SAS, even with a pilot, or explodes suddenly. If the vessel is anywhere in space it starts shaking and eventually breaks or some parts simply "slip away"; going back to the space center and reloading a second time usually fixes the problem (unless the vessel exploded).

I'm not sure if this is related (it happened close to one of the previous events), but i once found a satellite, which should have been in orbit around Kerbin, in a stable orbit around the Sun.

Thanks in advance.

History

#1 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 11/19/2015 09:17 PM - sal_vager

- Status changed from New to Need More Info

- Severity changed from Normal to Low

Unreproducible, sorry, can you please retest on a current version of KSP and provide your logs if this recurs.

guidebug reporting guide

#3 - 11/19/2015 10:15 PM - Kappa

It's either fixed or was never a bug, it's been a while since it last occurred. Thank you!

#4 - 11/19/2015 10:28 PM - sal_vager

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

Oh cool! If it does happen again please let us know, have fun in space :)

#5 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed

Files

2015-05-16_00015.jpg	237 KB	05/16/2015		Kappa