

Kerbal Space Program - Bug #5114

Connecting mining station with lander using claw causes freeze

06/07/2015 11:41 PM - Windowsfreak

Status:	Closed	Start date:	06/07/2015
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

This is the first occurrence, I'm not yet aware of reproduction steps. I had two vessels, each having 4 legs, one of them was actively mining and had the claw. When the second vessel approached (which is quite hard actually, I wish I brought a rover instead...), and got close enough to the claw, the game froze.

History

#1 - 06/08/2015 12:00 AM - Windowsfreak

Retrying this, under slightly different circumstances, with the claw vehicle in focus didn't cause this freeze.

#2 - 06/08/2015 02:22 PM - Kasuha

Feels like the same problem as reported in [#5098](#)

#3 - 06/08/2015 03:26 PM - Windowsfreak

From the reproduction steps, they are obviously related. But having a freeze (instead of a kraken) when both vessels are landed on a planet made me think of something unique... sorry for that

#4 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#5 - 07/17/2016 09:34 AM - TriggerAu

- Status changed from New to Needs Clarification

#6 - 08/10/2016 08:14 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

Files

mining dock.png	627 KB	06/07/2015	Windowsfreak
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