

# Kerbal Space Program - Bug #5944

## Deleting debris breaks game

11/14/2015 12:46 AM - Toa\_Aerrow

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	11/14/2015
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

I am using V1.0.5. on Windows 7 Home Premium, and I have a lot of spacecraft in my savegame that causes it to lag. I figured I could terminate most of the debris in Kerbin orbit to fix the issue, only when I do that and I exit the Tracking Station and reload the GUI is messed up, and I can't exit the TS screen without closing the game with Alt + F4. Then when I load the game again, none of my saves will load. I can press the 'Continue' buttons, but it doesn't load the savegame. I, personally, don't want to have to restart a Career Mode game with forty actual ships and tons of debris, one that uses the 'Construction Time' and 'Kerbal Alarm Clock' mods I might add, all over again and have the same lag issues. if it could be fixed so that I can safely delete all the fun-stopping debris without breaking the game, that would be great, thanks.

The only other way I can so far find to fix the problem is to delete a piece of debris before exiting the tracking station and deleting another, a long and tedious process that I REALLY don't want to have to do.

Thanks for the help!

### History

#### #1 - 11/14/2015 05:06 AM - Toa\_Aerrow

- File *persistent.sfs* added

- Status changed from *New* to *Need More Info*

Been doing some tests, so far I've actually been able to delete nine debris at a time without the game breaking.

To be honest, I'm not entirely sure what was happening. There was also a bunch of scattered monopropellant tanks from an Eeloo probe I tried to delete, the kind of thing that has in the past caused such problems, only that didn't affect the outcome.

I've managed to delete all the debris I needed to (hasn't affected the frame rate much, but that's my computer's fault, not Squad's), so I can't really tell what was happening.

Here I've attached the persistent save I was using to delete all the debris. Make sure you install Kerbal Construction Time and Kerbal Alarm Clock when testing, as I was using those mods at the time. Watch out for the cluster of 'Hades 1 Debris' monopropellant tanks. And the frame rate.

#### #2 - 11/14/2015 09:42 AM - Squelch

Could you please attach your log for a game session where this happens? Details on where to find them are in our [guide](#)

I strongly suspect mod interaction here, but we need to be sure there isn't another mechanism. Pressing Alt+F2 will open the log output window, and this will display messages as actions and game events happen. Red messages will likely appear before the game crashes, and will also pinpoint the likely cause, but the full log will give a better picture.

#### #3 - 11/16/2015 02:48 AM - Squelch

- Category changed from *286* to *Gameplay*

- Severity changed from *High* to *Low*

#### #4 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from *Need More Info* to *Needs Clarification*

### Files

