

Kerbal Space Program - Bug #6000

Reloading quicksave that was made while Kerbal was mid-jump during an EVA immediately kills Kerbal on landing

11/27/2015 10:46 PM - hawksface

Status:	Needs Clarification	Start date:	11/27/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Reloading a quicksave that was made while a Kerbal (Kerbol?) was mid-jump during an EVA immediately kills Kerbal on landing, reporting that Val (in this instance) died impacting Minmus (in this instance) at 1m/s. Any attempt to control the Kerbal on load has any affect, and thus the Kerbal is doomed.

Attached zip contains save for session. Quickload (F9) and you will immediately see the issue.

Reproduction

1. Start a fresh instance of KSP
2. Resume the attached save
3. From the Space Centre, load the quicksave from the pause (esc) menu "Load Save..." option
4. Press and hold F9 to quickload

Observed

After a fresh game start, and loading of the quicksave, the Kerbal is seen to survive.

Any subsequent loading, either via quickload, or Space Centre pause menu (esc) "Load Save..." option will result in the Kerbal being destroyed. Flight report shows that the maximum speed reached is 1m/s and 1m/s over land

History

#1 - 12/02/2015 07:09 PM - Squelch

- Description updated

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Thanks for reporting this.

I can confirm that the Kerbal is destroyed when using "quickload" (F9) However, this does not happen if the "quicksave" is loaded from the Space Centre after a fresh game start.

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Reproduction and observations added to original report.

#3 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

Files

Toast.zip	185 KB	11/27/2015	hawksface
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