Kerbal Space Program - Bug #7049

crash on recover vehicle

02/20/2016 06:27 PM - boolybooly

Status:	Needs Clarification	**Start date:**	02/20/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.0.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

v1.0.5.1028

Flew Kerbal piloted aircraft to do kerbin crew reports mission and returned after longish flight to land at KSC. Parked outside hangar, recovered vehicle and the game crashed and produced this crash log. Asked me to send it so here it is thoguh I guess you are getting the new version unity ready so this may be a bit out of date.

At the time I noticed the game was chugging very noticeably every few seconds. This was on an I7 4790K at 4GHz with 32Gb RAM in Win7 Ult x64.

Zipped crash log including Dxdiag.txt is uploaded.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

2016-02-20_142556.zip	89.6 KB	02/20/2016	boolybooly