

Kerbal Space Program - Bug #9361

Jeb turned into a tourist.

04/21/2016 12:42 AM - Mical

Status:	Not a Bug	Start date:	04/21/2016
Severity:	High	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

So I started a new career mode save, was on an orbital mission, had to leave my computer for a bit, and when I came back the game had froze and I had to restart my computer. When I loaded the game and went back to the mission, I found that Jeb was now being called a tourist. I tried reloading the "persistent" save and reloading a quicksave but nothing changed. Something to note is that I did install and update a few mods before reloading the game.

History

#1 - 04/21/2016 04:32 PM - TheDestroyer

- Status changed from New to Need More Info

Could use some more information, persistent file, logs, are you able to reproduce?

#2 - 04/21/2016 05:17 PM - Apollo13

You mentioned "a few mods". Is one of those a life support mod? I use USI LifeSupport. If my Kerbals deplete and go without Supplies for awhile, they become Tourists.

#3 - 05/21/2016 03:57 PM - Mical

Apollo13 wrote:

You mentioned "a few mods". Is one of those a life support mod? I use USI LifeSupport. If my Kerbals deplete and go without Supplies for awhile, they become Tourists.

Yes, I realized this a few days after putting this and forgot to update it. Sorry!

#4 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#5 - 07/17/2016 11:34 PM - Claw

- Status changed from Needs Clarification to Not a Bug

- % Done changed from 0 to 100

Sounds like add-on design then.

Files

Untitled.png	42.2 KB	04/21/2016	Mical
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