Kerbal Space Program - Bug #9437

App not responding if using warp on orbit?

04/23/2016 03:00 AM - cyber_mhack

Status:	Needs Clarification		**Start date:**	04/23/2016
Severity:	High		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	1.1.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

Steps to reproduce:
1. Create new game mode and select sandbox.
2. launch ComSat Lx stock vessel.
3. make orbit at any height.
4. go to map view and warp.

Result:
Application hang and not responding.
app. not create crash log too.

History

#1 - 04/23/2016 06:58 AM - Anonymous

- File persistent.sfs added

- File quicksave.sfs added

- File DxDiag.txt added

Couldn't reproduce. Might be hardware related.

#2 - 04/23/2016 06:59 AM - Anonymous

- Status changed from New to Need More Info

#3 - 04/23/2016 08:07 AM - cyber_mhack

SDFGHJKL wrote:

Couldn't reproduce. Might be hardware related.

ugh.. maybe memory leak. i'm monitoring performance at debug menu.. the unused memory keep getting low then not responding and close it via task manager.

#4 - 04/23/2016 08:13 AM - Anonymous

Tried 32 and 64 bit KSP versions. Did you try my saved game?

#5 - 04/23/2016 10:16 AM - cyber_mhack

SDFGHJKL wrote:

Tried 32 and 64 bit KSP versions. Did you try my saved game?

it's okay to try 64 bit on 32bit computer? sorry i'm not good at computer.. :/

#6 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

Files

cybermhack-DxDiag.txt	31.3 KB	04/23/2016	cyber_mhack
cybermhack-KSP.zip	31 KB	04/23/2016	cyber_mhack
persistent.sfs	43.2 KB	04/23/2016	Anonymous
quicksave.sfs	43.3 KB	04/23/2016	Anonymous
DxDiag.txt	76.3 KB	04/23/2016	Anonymous