Kerbal Space Program - Bug #9508

Impending Impact scenario won't load

04/26/2016 03:26 PM - furrykef

Status:	Closed		**Start date:**	04/26/2016
Severity:	Normal		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.1.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description
When I try to load the Impending Impact scenario, I get an empty scene with no objects other than the HUD, the sun, and the starry background. Pressing ESC does nothing and I have to alt-tab out and close the game. This bug exists in both the x86 and x64 version.

History

#1 - 04/26/2016 03:39 PM - sal_vager

- Status changed from New to Need More Info

Hi furrykef, the issue is not occurring for me, it is likely you have a corrupted download.

Please verify your cache and try again.

https://imgur.com/a/jpRba#0

#2 - 04/26/2016 04:44 PM - furrykef

Verifying the cache didn't change anything, but after that, I found that clicking the scenario's Reset button fixed the issue. I'd played this scenario before some months ago, which is no doubt why this issue happened.

However, the program still never should have gotten into the state it was in, where I had no way to go back to the menu or even close the game without alt-tabbing out or pressing ctrl-alt-delete.

It seems this issue can be replicated by letting the ship crash (killing Jeb), quitting to main menu, then continuing the scenario. The screen looks different from before, but the behavior is otherwise the same.

#3 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#4 - 07/19/2016 01:38 AM - furrykef

"Needs Clarification"? What's unclear?

#5 - 07/19/2016 08:57 AM - sal_vager

furrykef, can you reproduce this issue in the current release?

#6 - 07/23/2016 08:22 PM - furrykef

Indeed I can, I'm afraid.

#7 - 08/09/2019 10:29 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#8 - 08/09/2019 10:29 PM - chris.fulton

- Status changed from Resolved to Closed

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.

Files

20160426101407_1.jpg	143 KB	04/26/2016	furrykef
output_log.txt	2.54 MB	04/26/2016	furrykef