Kerbal Space Program - Bug #9726

Crash while in space viewing map

05/13/2016 08:16 PM - doggonemess

Status:	Unity Bug		**Start date:**	05/13/2016
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Application			
Target version:				
Version:	1.1.2		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

The game crashed while I was paused in space while viewing the map screen. The computer turned off the monitors (power saving option, I guess) and when I came back to the game it had the 'oops' window. I have a crash report.

History

#1 - 05/13/2016 09:05 PM - smjjames

Sounds a lot like http://bugs.kerbalspaceprogram.com/issues/8231. It's an Unity bug though....

#3 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 10/13/2016 11:59 AM - sal_vager

- Category changed from Application to 368

- Status changed from Needs Clarification to Unity Bug

- % Done changed from 0 to 100

Sorry but the Unity engine doesn't like to resume from suspend or hibernation, it's not something we can fix.

Files

2016-05-13_130018.zip		311 KB	05/13/2016	doggonemess