

Kerbal Space Program - Bug #1091

KSP.x86 crashes on small loading-graphic

07/24/2013 11:11 AM - Pal7

Status:	Closed	Start date:	07/24/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.20.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Precondition:

Game started (without steam) and main menu loaded.
(Here I can move around smoothly, everything OK so far)

Situation:

When I select a menu-item that initiates the small loading-graphic (e.g. settings, starting a new game, ...) the game crashes.
I see the loading-graphic for 1-2 seconds, then the game window disappears.

Screenshot attached such that it should be clear which loading-graphic I mean.

My terminal output:

```
XXX:~/Downloads/KSP_linux$ ./KSP.x86
Set current directory to /home/XXX/Downloads/KSP_linux
Found path: /home/XXX/Downloads/KSP_linux/KSP.x86
Mono path[0] = '/home/XXX/Downloads/KSP_linux/KSP_Data/Managed'
Mono path[1] = '/home/XXX/Downloads/KSP_linux/KSP_Data/Mono'
Mono config path = '/home/XXX/Downloads/KSP_linux/KSP_Data/Mono/etc'
Aborted (core dumped)
```

```
OS: Linux 3.8.0-26-generic Ubuntu 13.04 32bit
CPU: Intel(R) Core(TM)2 Duo CPU T6400 @ 2.00GHz (2)
RAM: 3025
GPU: Gallium 0.4 on AMD RV620 (256MB)
SM: 30 (OpenGL 3.0 [3.0 Mesa 9.1.3])
```

History

#1 - 07/30/2013 01:37 PM - raymi

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Present in both x86 and x86_64 versions of the game, and exists in .21.

Terminal output:

```
$ ./KSP.x86_64
Set current directory to /home/raymi/media/games/KSP/KSP_linux-21.1
Found path: /home/raymi/media/games/KSP/KSP_linux-21.1/KSP.x86_64
Mono path0 = '/home/raymi/media/games/KSP/KSP_linux-21.1/KSP_Data/Managed'
Mono path1 = '/home/raymi/media/games/KSP/KSP_linux-21.1/KSP_Data/Mono'
Mono config path = '/home/raymi/media/games/KSP/KSP_linux-21.1/KSP_Data/Mono/etc'
Aborted (core dumped)
```

My OS: Linux RH2 3.10.2-1-ARCH #1 SMP PREEMPT Mon Jul 22 08:47:24 CEST 2013 x86_64 GNU/Linux
Graphics card: AMD Mobile Radeon HD 3200 (rs780m)

#2 - 07/30/2013 02:35 PM - Pal7

update:

1. The issue did not occur when I opened the debug console (right-shift + F2) before starting the game (or open settings, etc) in the main menu. I was able to play the game without any restrictions (beside the opened debug console).

[raymi](#): Maybe you can also try this out. It was a good workaround for me.

2. Now switched from ubuntu (gnome) 13.04 to xubuntu 12.04 and now the issue is completely gone (maybe because I can use now the restricted ATI graphic drivers for my Radeon HD 3400 which I could not in ubuntu 13.04 ?)

#3 - 11/17/2015 03:07 PM - sal_vager

- Status changed from Confirmed to Need More Info

- Severity changed from High to Low

- % Done changed from 10 to 0

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Also, please reproduce this issue on 1.0.5 and provide new logs and full hardware/driver information if the issue persists.

#4 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#5 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

KSP1.log	82 KB	07/24/2013	Pal7
settings.cfg	18.3 KB	07/24/2013	Pal7
ksp_loading_graphic.png	28.9 KB	07/24/2013	Pal7