

## Kerbal Space Program - Bug #1172

### [0.21.1] KSP freezes whole computer when creating a new game

08/01/2013 04:27 AM - shrx

<b>Status:</b>	Closed	<b>Start date:</b>	08/01/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.21.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

What happens: The game freezes every time when I load or create a completely new save game. Meaning that it freezes as soon as I enter the name and choose the flag and click Start!.

How to reproduce:

- click Start game
  - click Resume Saved
  - choose a saved game, click Continue
- OR:
- click Start game
  - click Start New
  - choose a name and flag, click Start!

Notes:

- System info: OS X 10.8.4, GPU: Nvidia GeForce GT 650M 1 GB, RAM: 8 GB; CPU: 2.6 GHz Intel Core i7
- KSP shows a black loading screen
- Keyboard becomes unresponsive
- Mouse pointer can still move, but clicks are not registered
- The computer has to be hard-rebooted with the power button

Versions Affected:

0.21.1

#### History

**#1 - 08/01/2013 04:28 AM - shrx**

KSP.log file: <http://pastebin.com/SMdwFyC0>

**#2 - 08/01/2013 03:50 PM - jejacks0n**

- File *KSP-crash.log* added

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

I can't fully say this is confirmed, however, I see the same behavior when just launching the game -- it's the version I'm using for development, so close to vanilla.

I see the same things described here, but from a different action.

Notes:

- System info: OS X 10.8.4; GPU: NVIDIA GeForce GT 650M 1 GB; RAM: 8 GB; 2.3 GHz Intel Core i7; Retina

**#3 - 08/01/2013 04:21 PM - hermes47**

- Severity changed from *Critical* to *Normal*

I'm dropping the priority down to normal for this issue. Though it is clearly an issue for you, it is not widespread and so shouldn't be labelled as critical. It may be related to [#1156](#).

As for jejackson, the bugtracker is only for bugs present in purely stock installs. Squad is unable to bugfix issues arising in any installs using any mods as the product in use is not that which was released. The issue needs to be reproduced in a pure stock install

#### #4 - 08/03/2013 03:24 PM - jejackson

Confirmed in stock. Notice that we have the same system more or less.

I only really see it because I'm building/testing a plugin often, but it happens in complete stock install as well. I agree, I wouldn't consider this critical.

#### #5 - 08/07/2013 06:51 PM - sherkaner

I'm a new user having precisely the same problem, reproducible in precisely the way described in the original bug report. Oddly even my system specifications are absolutely identical to those in the original report. I've only installed KSP a couple of days ago via Steam and I've installed no mods. I only had one save file, with virtually no activity in it. First, loading this file caused the total system freeze at the loading screen. I then tried deleting the save file and creating a new one, and again I experienced the freeze at the loading screen. Because this is such a fresh, unmodded install, I have to guess that this is a more widespread problem than you may think. I really hope the priority on this can be upgraded to critical.

My Player.log file is here: <http://pastebin.com/ZuPDuKpQ>

#### #6 - 08/26/2013 10:00 AM - shrx

Update: running KSP from terminal with the command

```
LC_ALL=C ~/Library/Application\ Support/Steam/SteamApps/common/Kerbal\ Space\ Program/KSP.app/Contents/MacOS/Kerbal\ Space\ Program
```

the game works without freezes.

#### #7 - 11/19/2015 06:11 PM - sal\_vager

- Status changed from Confirmed to Need More Info

- % Done changed from 10 to 0

LC\_ALL=C is no longer required as KSP does not use locale specific delimiters anymore.

Please retest and let us know if this fixed loading for you.

#### #8 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#### #9 - 08/07/2016 12:07 PM - 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

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KSP-crash.log	56.4 KB	08/01/2013	jejackson
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