

Kerbal Space Program - Bug #13192

Unity < 5.4.1 on Windows can place output_log in user profile directory

11/05/2016 03:07 PM - akardam

Status:	New	Start date:	11/05/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Unity < 5.4.1 appears to contain a bug wherein if the game is executed in such a way that it inherits a Windows high integrity level, it assumes it is instead running with a low integrity level. This causes the output_log file to be created in the following directory:

[userprofile]\appdata\local\low\squad\kerbal space program\

If multiple copies of KSP are installed in separate folders, each copy that ends up running with low integrity will write to this file, irrespective of what other copies are also doing to this file.

Steps to reproduce:

1. While logged in as a regular user, double click the KSP_x64 executable to start the game
2. Observe that the output_log file is created in the game directory in subdirectory KSP_x64_Data
3. Delete the output_log file from the KSP_x64_Data directory
4. While logged in as a regular user, right click on the KSP_x64 executable and click "Run as Administrator"
5. Observe that the output_log file is created in the [userprofile] path as indicated above, and that no copy is created or exists in the KSP_x64_Data directory

Supporting URLs:

<http://docs.unity3d.com/Manual/LogFiles.html>

<http://docs.unity3d.com/Manual/WindowsLowIntegrity.html>

<http://msdn.microsoft.com/en-us/library/bb625960.aspx>

http://forum.unity3d.com/threads/no-output_log-since-5-4-419879/

<http://issue tracker.unity3d.com/issues/bug-since-5-dot-4-there-is-no-longer-an-output-log-dot-txt-on-windows-slash-standalone>

Submitting this for tracking, and marking low since most users probably don't run the game as an administrator (or in any other circumstances that would cause it to inherit a high integrity level)