

Kerbal Space Program - Bug #13440

Crash (SIGABRT) on start

12/16/2016 09:25 PM - dsche

Status:	Closed	Start date:	12/16/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I am running a Linux system with the following parameters (as given by logfile):

```
Kerbal Space Program - 1.2.1.1604 (LinuxPlayer)
```

```
OS: Linux 4.4 openSUSE project 42.2 64bit
```

```
CPU: AMD Phenom(tm) II X4 965 Processor (4)
```

```
RAM: 15787
```

```
GPU: GeForce GTX 750 Ti/PCIe/SSE2 (2048MB)
```

```
SM: 30 (OpenGL 4.5 [4.5.0 NVIDIA 367.57])
```

```
RT Formats: ARGB32, Depth, ARGBHalf, Shadowmap, RGB565, ARGB4444, ARGB1555, Default, ARGB2101010, DefaultHDR, ARGBFloat, RGFloat, RHalf, R8
```

On startup, I see a black game window for a second and the following lines on console.

```
Set current directory to /home/dimmy/tools/KSP2/KSP_linux
```

```
Found path: /home/dimmy/tools/KSP2/KSP_linux/KSP.x86_64
```

```
Mono path[0] = '/home/dimmy/tools/KSP2/KSP_linux/KSP_Data/Managed'
```

```
Mono path[1] = '/home/dimmy/tools/KSP2/KSP_linux/KSP_Data/Mono'
```

```
Mono config path = '/home/dimmy/tools/KSP2/KSP_linux/KSP_Data/Mono/etc'
```

```
displaymanager : xrandr version warning. 1.5
```

```
client has 4 screens
```

```
displaymanager screen (0) (DVI-D-0): 1920 x 1080
```

```
Using libudev for joystick management
```

```
Importing game controller configs
```

```
/dev/input/js0: driver version: 2.1.0 (20100)
```

```
/dev/input/js0: fd 4, buttons 7, axes 6, name Saitek Cyborg V.1
```

```
/dev/input/js0: axis 0: raw -32767, mapped 0.000000
```

```
/dev/input/js0: axis 1: raw -32767, mapped 0.000000
```

```
/dev/input/js0: axis 2: raw -32767, mapped 0.000000
```

```
/dev/input/js0: axis 3: raw -32767, mapped 0.000000
```

```
/dev/input/js0: axis 4: raw 0, mapped 0.000000
```

```
/dev/input/js0: axis 5: raw 0, mapped 0.000000
```

```
Assigning joystick 1
```

```
[1] 11616 abort (core dumped) ./KSP.x86_64
```

This behavior persists after removing the Unity3D

```
prefs
```

file; same happens with Launcher.x86_64.

The trace (strace) is attached.

History

#1 - 12/22/2016 10:22 AM - sal_vager

- Status changed from New to Need More Info

Hi dsche, it's much easier to handle tech support issues on the forums here
<http://forum.kerbalspaceprogram.com/index.php?/forum/7-gameplay-and-technical-support/>

Also please be aware that the Unity3D engine and KSP are only really supported on the Debian based distros Ubuntu and Steam OS.

Make sure you have all the libraries that Unity3D needs by using objdump from the command line.

```
$ objdump -p /path/to/program | grep NEEDED
```

Usually libcursor1.so is missing, and you will need it to run Unity3D games on Linux

Let me know how you get on.

#2 - 07/25/2019 08:00 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#3 - 07/25/2019 08:00 PM - chris.fulton

- Status changed from Resolved to Closed

Files

ksp.trace	4.41 MB	12/16/2016	dsche
-----------	---------	------------	-------