

Kerbal Space Program - Bug #13667

Odd behavior when a saved game folder is readonly

01/25/2017 11:16 PM - gfrodo

Status:	New	Start date:	01/25/2017
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I started KSP on another Xserver with admin permissions a few times because of linux problems with KSP:

```
sudo xinit KSP.x86 -- :1 vt8
```

When I played KSP in windowed mode again, I couldn't play the saved game I was playing before until I fixed the permissions of the files.

My setup:

Linux Mint 18.1

KSP version 1.2.2.1622 32bit

Reproduce:

Create a new career game "bugreport"

Quit the game

Change owner and group of the files saves/bugreport/persistent.cfg and saves/bugreport/persistent.loadmeta to root:

```
sudo chown root:rootsaves/bugreport/persistent.*
```

Resume the saved game

Effects:

Clicking on VAB, SPH or Tracking Station has no effect

Quit to Main Menu Does not work

Clicking on Mission Control works. Trying to return to the KSC does not work and makes the upper bar with the return button disappear and nonfunctional icons of contracts and notifications appear in the bottom right (see screenshot)

Clicking on R&D works. returning to KSC does not work, the icons in the bottom right appear.

Clicking on Astronaut Complex works, returning does not.

When this problem occurs, the game has to be closed and started again.

Workaround:

Check your file permissions.

Similar report:

<http://bugs.kerbalspaceprogram.com/issues/3892>

Situations when this problem can occur:

starting KSP as another user (eg. with sudo)

Mounting the partition with KSP saved games on it as readonly

Messing up the file permissions

Permission problems under Microsoft Windows might be affected too.

Solution:

This problem may be rare, but makes the game unplayable if occurring.

A warning would be nice, when a readonly saved game is opened or a readonly file that should be writeable is opened.

History

#1 - 01/26/2017 01:01 AM - Hexicube

Possibly related: <http://bugs.kerbalspaceprogram.com/issues/13268>

Seems like KSP doesn't like read-only files in general. That said, a save game really should be read-write.

#2 - 01/30/2017 09:56 AM - gfrodo

The save games should be read-write, but a kind of warning before loading the save would be nice.

Files

Bildschirmfoto vom 2017-01-25 23-38-38.png	295 KB	01/25/2017	gfrodo
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