

Kerbal Space Program - Bug #1575

FormatException on game loading

10/18/2013 09:20 AM - tryparse

Status: Duplicate	Start date: 10/18/2013
Severity: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.22	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	

Description

What happens: FormatException during game loading. Progressbar just stops on Squad/Spaces/mk1PodCockpit/model. Game not crashed.

Text from Debug Console (screenshot in attach):

```
[Exception]: FormatException: Unknown char: .
System.Double.Parse(System.String s, NumberStyles style,
IFormatProvider provider)
System.Single.Parse(System.String s)
PartResourceDefinition.Load(.ConfigNode node)
PartResourceDefinitionList.Add(.ConfigNode node)
PartResourceLibrary.LoadDefinitions()
GameDatabase+.MoveNext()
```

This only happens with Linux version (Ubuntu 13.04 32bit). I'm not sure about MacOS.

How to reproduce: Set the language of OS to any in which the decimal separator is a comma.

Workaround: Set English language.

Related issues:

Is duplicate of Kerbal Space Program - Bug #427: Linux: Parsing of float valu...

Closed

03/17/2013

History

#1 - 10/20/2013 02:22 PM - tryparse

- File *Player.log* added

+Player.log

#2 - 10/20/2013 02:29 PM - sr

- Status changed from *New* to *Duplicate*

- % Done changed from 0 to 100

Duplicates [#427](#). Will refer from there to here for the log files.

#3 - 10/25/2013 12:32 AM - tryparse

I'm not sure that I have the right to teach you, but if it helps ...

Looks like you're using the following code:

```
double d = double.Parse (".01234");
```

And it raises a FormatException if

```
CultureInfo.CurrentCulture.NumberFormat.NumberDecimalSeparator
```

is a comma.

This should solve the problem:

```
double d = double.Parse (".01234", CultureInfo.InvariantCulture);
```

#4 - 11/09/2013 10:24 AM - Vorpai

I can confirm this issue using LANG=sv_SE.UTF-8. As a workaround I used

```
LC_ALL=C ./KSP.x86
```

to run KSP.

#5 - 12/22/2013 03:25 PM - DDDD

Still an issue in 0.23 (in Ubuntu 13.10).

The workaround to run KSP through Steam is:

```
LC_ALL=C %command%
```

#6 - 01/30/2014 12:34 AM - lahtis@gmail.com

- File KSP.log added

Still an issue in 0.23 (in Ubuntu 12.04)

Some times game crashing loading screen.

When im using LC_ALL=C KSP.x86_64 command.

#7 - 06/25/2014 04:11 PM - Nyamiou

Problem still there in 0.23.5.0 on Debian Sid. Putting "LC_ALL=C command" in Steam launching is a workaround for now.

Files

FormatException screenshot .png	639 KB	10/18/2013	tryparse
KSP.log	68.2 KB	10/18/2013	tryparse
Player.log	174 KB	10/20/2013	tryparse
KSP.log	68.2 KB	01/30/2014	lahtis@gmail.com