Kerbal Space Program - Bug #1785

Crash when entering training and scenario menu

11/15/2013 11:59 AM - DDDD

Status:	Closed		**Start date:**	11/15/2013
Severity:	Low		**% Done:**	100%
Assignee:				
Category:				
Target version:				
Version:	0.22		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

When I click on either training or scenario to enter either menu, the game shortly displays the list of missions and then crashes.

I selectevely deleted each mission file, and it seems that the game crashes when loading the following missions:
Training:
C_Orbit101.sfs

Scenario:
EVA in Kerbin Orbit.sfs
Impending Impact.sfs
un Orbit.sfs

History

#1 - 11/21/2013 01:01 AM - jeremyd2019

- File Player.log.bz2 added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Me too (sorry, had to say it).

I also had this issue in 0.21.1, but not in 0.20.2.

I reported this to support@kerbalspaceprogram.com on Aug 5, 2013 but never heard anything, and it still happens in 0.22.0.

I am attaching my Player.log.bz2 that I sent on Aug 5 from 0.21.1. I also sent a link to a core dump from 0.21.1, which was:
https://www.amazon.com/clouddrive/share?s=F3uaQFxOQt0rQTZAhepLLY

#2 - 12/04/2013 11:39 PM - lahtis@gmail.com

Same bug also. Im using 0.32 version.
Ubuntu 12.10 with Steam install.

#3 - 01/08/2014 01:08 PM - SirCmpwn

Can also reproduce on 64-bit Arch Linux, KSP 0.23 Steam, uname -a: Linux homura 3.12.6-1-ARCH #1 SMP PREEMPT Fri Dec 20 19:39:00 CET 2013 x86_64 GNU/Linux

#4 - 01/08/2014 11:57 PM - TruePikachu

I'm slightly worried about all the missing transforms, but no idea, I run KSP on Windows since I can't get Steam working on Linux

Are the banner textures mentioned on 5274..5302 all valid and not corrupt? I ask this because sometimes feh(1) dies on an image, but I don't know how similar KSP and feh are with loading images.

Also, when you say 'loading', do you mean adding to the list or after selecting it? I don't see that it tried to load in the dump.

#5 - 04/07/2014 06:56 AM - Oliver

When entering the menu I get a core dump on 0.23.5. With 0.23.0 the screen loads, but there are graphical gliches on the mission thumbnail images.

Kubuntu 13.10 amd64, nvidia proprietary drivers.

#6 - 07/18/2014 10:19 AM - Oliver

Works with 0.24.0.0

#7 - 11/20/2015 12:12 PM - sal_vager

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

No longer occurring in build 1028, something fixed it.

#8 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed

Files

Player.log.bz2	9.4 KB	11/21/2013	jeremyd2019