

Kerbal Space Program - Bug #2590

Immediate crash on starting Game or Launcher

06/21/2014 12:45 PM - mLuby

Status:	Closed	Start date:	06/21/2014
Severity:	Normal	% Done:	100%
Assignee:	APHSpace		
Category:	Application		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Repro

1. Install from KSPInstaller.exe or via ARM patch.
2. Run Launcher.exe or KSP.exe.
3. Game crashes immediately. No GUI appears.

System

I'm running Windows 7 64-bit on a MacBook Pro Retina via Bootcamp. All system software is up-to-date. The installations of KSP were the latest and without mods.

Notes

I tried using the Squad Patcher as well. It ran

History

#1 - 06/23/2014 11:45 PM - APHSpace

- Assignee set to APHSpace

May I ask why you are using windows 7 on a mac? why don't you just download the mac version of the game and run it that way?

#2 - 06/24/2014 07:40 AM - mLuby

There are a bunch of features that don't work (well) on the mac version. Plus I keep all my games on the windows side.

I did more updates and reinstalled, and now everything works great. Not sure what the issue was, but you can close this as unreproducible.

#3 - 06/24/2014 07:29 PM - APHSpace

- Status changed from New to Closed

- % Done changed from 0 to 100

Closed per request from submitter.

Files

CrashLogs.zip	188 KB	06/21/2014	mLuby
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