

## Kerbal Space Program - Bug #448

### KSP crashes on occasion in timewarp

03/18/2013 12:31 PM - gateFriday

<b>Status:</b>	Closed	<b>Start date:</b>	03/18/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.19	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

What I was doing:  
Mapping Kerbin using ISA Mapsat 3.3.4 under 50x timewarp.

#### What happened:

As my satellite was mapping I was looking at a youtube clip on my second monitor. Suddenly, without any input from me, I got a windows error message saying "Fatal error in gc. GetThreadContext failed". And then KSP crashed. This have also happened without the mods and in 18.4

#### History

##### #1 - 03/19/2013 02:43 AM - gateFriday

- File 2013-03-19\_085916.7z added

- File Satellite Minmus.craft added

Installed the 0.19.1 update, same issue continues. This time I wasn't even in timewarp and I was using only stock parts. Attaching craftfile as well as a crashreport. When I crashed I was approaching a node so I could adjust my orbit around Minmus, by this time only the probe-part of the craft was left. The rest of the stages had already been discarded.

##### #2 - 03/19/2013 12:16 PM - Mr\_Orion

I do believe this is due to unavoidable memory leaks in Unity, but I may be wrong.

Anyways, the planned dynamic assets loader (and unloader) should make stuff like this a lot less frequent.

##### #3 - 03/19/2013 12:29 PM - gateFriday

That would be nice if that worked. As it is now my game crashes roughly every 30min to an hour. It's not terrible thanks to the autosave but I probably need to make a habit of quicksaving every 5min or so :/

##### #4 - 08/16/2013 11:30 AM - Ted

- Category set to Gameplay

- Severity changed from High to Normal

- Platform Windows added

Is this still an issue in 0.21.1?

##### #5 - 08/16/2013 02:07 PM - gateFriday

No. Sorry for not updating but I did find the cause. Apparently Avast! (antivirus) and Unity doesn't get along

(source: <http://forum.unity3d.com/threads/172759-Unity-4-0-1f2-and-avast-8-0-1482-quot-getThreadContextfailed-quot-error>)

I solved it by un-installing Avast! and changing to MSE. Haven't had a problem since :)

##### #6 - 10/30/2013 01:01 PM - sr

- Status changed from New to Closed

- % Done changed from 0 to 100

**Files**

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2013-03-17_143406.7z	37.1 KB	03/18/2013	gateFriday
DxDiag.txt	36.1 KB	03/18/2013	gateFriday
MSinfo32.txt	2.65 MB	03/18/2013	gateFriday
2013-03-19_085916.7z	40 KB	03/19/2013	gateFriday
Satellite Minmus.craft	59.8 KB	03/19/2013	gateFriday