

## Kerbal Space Program - Bug #4779

### Game is unplayable due to freezing and crashing on new 1.0 update

04/28/2015 03:11 AM - Znomon

<b>Status:</b>	Closed	<b>Start date:</b>	04/28/2015
<b>Severity:</b>	Critical	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I do not have any information regarding freezing, because when it freezes, it doesn't crash to desktop so I do not have any error logs, however I am getting seemingly random crashes, and freezing. It is becoming more and more frequent.

(Keep in mind, full vanilla, fresh install of 1.0 from steam, no mods of any kind)

The game played fine for about 3 hours, and then the first freeze happened while attempting to circularize my orbit, and now every 5 minutes it will crash or freeze. Nothing seems to trigger it. Once it happened on the title screen, once it happened in the VAB while adding my 4th part, it happens in orbit of kerbin, it happens whenever it feels like it.

Windows 7 SP1  
Nvidia GTX 670 FTW - Driver version: 350.12  
Intel i5 3570k  
Game is freshly installed through steam on an SSD

Tried both 32-bit and 64-bit  
Tried forcing with/without opengl  
Tried making the entire folder read-only  
Tried deleting entire KSP folder and installing new

I have 90 hours played since version .21 and I have never had a single crash even with many, many mods installed. This issue is completely new as of version 1.0

Error tags:

Access violation | Crashing | crash | freeze | freezing | random | crash to desktop | freezing requiring killing process

#### History

##### #1 - 04/28/2015 01:31 PM - unseeingwhale

As of 1.0 the 64bit version of KSP is no longer supported on Windows. What you are running is probably a left over from 0.90 and thus won't work.

That being said please verify your game file on steam and try this again with the 32 KSP to make sure something didn't get corrupted.

##### #2 - 04/28/2015 05:12 PM - Znomon

EDIT: this seems to have been an issue with a recent update to EVGA Precision X. And for whatever reason this only effected KSP, maybe just an issue with the unity engine as I didnt play other Unity games after this issue arose. After switching to MSI afterburner all my issues went away. Not sure how/why that happened. I can not find the option to delete this bug report. Please remove.

##### #3 - 04/28/2015 05:18 PM - RexKramer

- Status changed from New to Resolved

- % Done changed from 0 to 100

##### #4 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#5 - 05/01/2016 10:26 PM - bewing

- Status changed from Resolved to Closed

**Files**

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error.log	41.2 KB	04/28/2015	Znomon
crash.dmp	128 KB	04/28/2015	Znomon
output_log.txt	831 KB	04/28/2015	Znomon
error.log	40.1 KB	04/28/2015	Znomon
crash.dmp	121 KB	04/28/2015	Znomon
output_log.txt	465 KB	04/28/2015	Znomon
error.log	47.1 KB	04/28/2015	Znomon
output_log.txt	463 KB	04/28/2015	Znomon
crash.dmp	137 KB	04/28/2015	Znomon