

## Kerbal Space Program - Bug #5195

### Parachutes cause crash on linux

07/01/2015 09:53 AM - ELF

<b>Status:</b>	Closed	<b>Start date:</b>	07/01/2015
<b>Severity:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

This bug is branched off [#5169](#) "Parachutes cause NullReferenceExceptions in VAB". This is related to the crash this behaviour causes on linux.

Users already reported this happening on Linux Mint 17.1 Rebecca (both 32 and 64 bit), Slackware 14.0 64 bit and Ubuntu 14.04 64 bit

It happens for Steam version and for DRM free KSP Store version also.

Dependencies for KSP.x86 are attached in ksp-deps.txt  
KSP.log contains log just before crash on Linux Mint 32 bit.

Some logs and info down here:

If there must be any other log, tell me where to get it, I will.  
Steps to reproduce:

- 1) Start a game, go to VAB/SPH.
- 2) Start with any pod. (Tested it with MK2 cockpit and Lander C4N)
- 3) Pick a surface mount chute from the list, try to attach to pod.
- 4) Crash.

In the forums it is also confirmed to happen on 64 bit Linux Mint, by Andimeows (he also provided Player.log, which I do not know where to get...):

Confirmed crashing on 64-bit Linux Mint. The window closes as soon as I select any parachute.

- 1) Deleted game content from Steam and reinstalled
- 2) Start (or resume) new sandbox game
- 3) Enter VAB
- 4) Select MK1 Command Pod
- 5) Click Utility, then second page.
- 6) Click M16, MK12-R, or M16-XL parachute.
- 7) ~0.5 seconds later the window closes.

Player.log - <http://pastebin.com/UwqrSVcn>  
KSP.log - <http://pastebin.com/zbUcUJER>

Loading crafts that already have a parachute work just fine. Even clicking the parachute to detach it, and leaving it in the editor area is fine.

Please let me know if I can provide anything else.

Reference and context behind this report can be found in the [\[Bug\] 1.0.4 Parachutes throwing exceptions](#) thread

#### Related issues:

Related to Kerbal Space Program - Bug #5169: Parachutes cause NullReferenceEx...

Closed

06/23/2015

## History

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### #1 - 07/01/2015 09:59 AM - Squelch

- Related to Bug #5169: Parachutes cause NullReferenceExceptions in VAB added

### #2 - 07/01/2015 10:17 AM - Squelch

- Description updated

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Thank you for opening this ELF. I have confirmed this based on corroborating reports.

Information on where to find the logs can be found [here](#)

It would seem that Mint seems to be the most reported distribution, Slackware and Ubuntu also feature. Unfortunately it does not appear to happen on all machines, so there may also be a hardware element to this.

A comparison of library dependencies has not revealed anything of note.

/var/logs/system.log may have recorded the crash and would be interesting to see from the system's standpoint.

### #3 - 07/01/2015 10:35 AM - ELF

Squelch, I will provide a fresh clean log for a crash later today.

Thanks a lot.

Side note. My system does not support AA, so highlighting is disabled at start, is it related possibly?

### #4 - 07/01/2015 12:19 PM - shjohnson.pi

I have this problem as well. However, my game does not crash when launching the x86\_64 version, if that helps.

Information below is from running the x86 version of the game (Steam).

Related forum: <http://forum.kerbalspaceprogram.com/threads/126847-1-0-4-CTD-Training-Scenarios>

#### System Specs:

OS: Linux 3.19 Ubuntu 15.04 64bit

CPU: Intel(R) Pentium(R) CPU G860 @ 3.00GHz (2)

RAM: 7949

GPU: AMD Radeon HD 5800 Series (428MB) (Using Proprietary AMD Radeon HD 5870 drivers)

SM: 30 (OpenGL 4.4 [4.4.13374 Compatibility Profile Context 15.20.1013])

RT Formats: ARGB32, Depth, ARGBHalf, RGB565, ARGB4444, ARGB1555, Default, DefaultHDR, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8

Player.log: <https://drive.google.com/file/d/0B-wHLA1hDj9vZjM3OXBBdkZncjQ/view?usp=sharing>

ksp-deps.txt: <Same as attached to bug>

### #5 - 07/01/2015 06:23 PM - ELF

- File ELF\_KSP.log added

- File ELF\_Player.log added

So, here it goes:

Fully fresh logs where I grab the chute in the VAB and as quick as possible attach it to the pod.

Crashed even though I was not holding the chute.

ELF\_KSP.log and ELF\_Player.log attached to the bug.

### #6 - 07/02/2015 08:30 PM - ELF

UPD:

Latest Claw's StockBugFixModules 1.0.4a.1 fixes the issue with spam and crash on linux mint 32 bit.

Awaiting other confirmations.

### #7 - 07/04/2015 01:30 PM - Andymeows

- File KSP.log added

ELF wrote:

UPD:

Latest Claw's StockBugFixModules 1.0.4a.1 fixes the issue with spam and crash on linux mint 32 bit.

Awaiting other confirmations.

Confirmed. Thank you Claw!!!

**#8 - 07/05/2015 12:33 PM - Nederland**

ELF wrote:

UPD:

Latest Claw's StockBugFixModules 1.0.4a.1 fixes the issue with spam and crash on linux mint 32 bit.  
Awaiting other confirmations.

Yes it works, thank you!

**#9 - 10/28/2015 12:52 AM - bderrly**

So this bug hasn't been updated for 4 months. I just purchased this game and installed it from Steam only to find I cannot build a rocket. :( Am I really supposed to install a mod 5 minutes after a fresh install in order to fix this?

**#10 - 10/28/2015 11:35 AM - ELF**

Unfortunately, yes. There were no major bugfix releases, so it is not going to be fixed probably 1.0.5

As for now it is not critical, because it has a good workaround. So, basically, yes you need to install a mod to fix it.

**#11 - 11/17/2015 12:31 AM - Squelch**

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

ELF wrote:

Unfortunately, yes. There were no major bugfix releases, so it is not going to be fixed probably 1.0.5

As for now it is not critical, because it has a good workaround. So, basically, yes you need to install a mod to fix it.

I hope the fix that did come in 1.0.5 alleviates those doubts?

**#12 - 07/17/2016 09:19 AM - TriggerAu**

- Status changed from Resolved to Closed

**Files**

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ksp-deps.txt	1.14 KB	07/01/2015	ELF
KSP.log	250 KB	07/01/2015	ELF
ELF_KSP.log	259 KB	07/01/2015	ELF
ELF_Player.log	683 KB	07/01/2015	ELF
KSP.log	239 KB	07/04/2015	Andymeows