

## Kerbal Space Program - Bug #534

### Segmentation Fault after resources are loaded at launch

04/10/2013 03:01 PM - mattakaslash

<b>Status:</b>	Closed	<b>Start date:</b>	04/10/2013
<b>Severity:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Operating System: Gentoo Linux  
Processor: 64-bit Intel Core 2 Duo

Problem: Program closes with Segmentation Fault after resources are loaded.

Details: If I launch KSP (32-bit and 64-bit versions both have this problem), the resource loading screen completes, but the game crashes with a segfault immediately afterward. I get a split second of the "send data" prompt before it closes. This is on a fresh installation on 0.19.1. The problem did not exist in 0.19.0.

#### History

##### #1 - 04/10/2013 04:24 PM - Ted

Could you attach the player.log found at .config/unity3d/Squad/Kerbal Space Program/ to this issue?  
Thanks.

##### #2 - 04/11/2013 08:19 AM - mattakaslash

- File *Player.log* added

Here it is

##### #3 - 05/25/2013 01:42 PM - bl4qkubartnndfhr

I'm having a similar issue. Here is a stack trace.

```
---Type <return> to continue, or q <return> to quit---  
Program received signal SIGXCPU, CPU time limit exceeded.
```

```
Program received signal SIGSEGV, Segmentation fault.  
[Switching to Thread 0x7fff7fcf800 (LWP 6699)]  
0x00007ffff67cede6 in r600_set_sampler_views.isra.15 () from /usr/lib64/dri/r600_dri.so  
(gdb) bt  
#0 0x00007ffff67cede6 in r600_set_sampler_views.isra.15 () from /usr/lib64/dri/r600_dri.so  
#1 0x00007ffff6601b18 in update_textures () from /usr/lib64/dri/r600_dri.so  
#2 0x00007ffff65fddf7 in st_validate_state () from /usr/lib64/dri/r600_dri.so  
#3 0x00007ffff66045da in st_Clear () from /usr/lib64/dri/r600_dri.so  
#4 0x000000000005759c1 in ?? ()  
#5 0x0000000000057dfa3 in ?? ()  
#6 0x000000000005b4ead in ?? ()  
#7 0x0000000000087db9c in ?? ()  
#8 0x0000000000b4d303 in ?? ()  
#9 0x0000003dd6821a05 in __libc_start_main () from /lib64/libc.so.6  
#10 0x0000000000456669 in ?? ()  
#11 0x00007fffffde78 in ?? ()  
#12 0x000000000000001c in ?? ()  
#13 0x0000000000000001 in ?? ()  
#14 0x00007fffffe1c7 in ?? ()  
#15 0x0000000000000000 in ?? ()  
(gdb) continue  
Continuing.  
Detaching after fork from child process 19546.
```

Program received signal SIGABRT, Aborted.  
0x0000003dd6835ba5 in raise () from /lib64/libc.so.6  
(gdb) continue  
Continuing.  
[Thread 0x7fff4084700 (LWP 6768) exited]  
[Thread 0x7fff4186700 (LWP 6746) exited]  
[Thread 0x7ffecd5b700 (LWP 6745) exited]  
[Thread 0x7ffed55c700 (LWP 6744) exited]  
[Thread 0x7ffeeb77700 (LWP 6713) exited]  
[Thread 0x7ffef378700 (LWP 6712) exited]  
[Thread 0x7ffefb79700 (LWP 6710) exited]  
[Thread 0x7fff49c7700 (LWP 6709) exited]  
[Thread 0x7fff71d8700 (LWP 6706) exited]  
[Thread 0x7fff7269700 (LWP 6705) exited]  
[Thread 0x7fff7fcf800 (LWP 6699) exited]

Program terminated with signal SIGABRT, Aborted.  
The program no longer exists.  
(gdb)

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

- *Category set to Gameplay*

**#5 - 09/02/2013 11:12 AM - sr**

Is the issue still happening with the current 0.21 version?

**#6 - 09/17/2013 10:14 AM - mattakslash**

No, I'm able to use version 0.21.1 without issue.

**#7 - 09/17/2013 10:17 AM - Ted**

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Okay, thanks. Please contact me if it occurs again and you need it opened.

**Files**

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Player.log	95.5 KB	04/11/2013	mattakslash
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