

Kerbal Space Program - Bug #684

Segfaults on Linux (Archlinux 64bit)

05/22/2013 06:06 PM - birdspider

Status: Closed	Start date: 05/22/2013
Severity: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.20	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	

Description

[THIS IS FOR 0.20 - bugtracker does not support 0.20 version]

Hello,

0.19 ran fine (with ajustet L_ALL c locale, mods,plugins and stuff)
0.20 fails to "start new game" or enter "settings" (vanilla, clean steam install)

attached screenshot displaying the last state of the render, and a tiny gdb output because I have no idea how to use gdb effectly.

It freezes when the new loading icon in the bottom right rotates/animates

History

#1 - 05/22/2013 06:28 PM - Ted

- Subject changed from [0.20] Segfaults on Linux (Archlinux 64bit) to Segfaults on Linux (Archlinux 64bit)

- Version changed from 0.19.1 to 0.20

#2 - 05/22/2013 06:34 PM - birdspider

- File Player.log added

for good measure removed ~/.config/unity3d/ with no effect
also disabled antialiasing in settings.cfg since it can make problems with ATI cards (no effect)

adding ~/.config/unity3d/Kerbal Space Program/Player.log

#3 - 05/23/2013 10:23 AM - Anonymous

- Status changed from New to Closed

- % Done changed from 0 to 100

ArchLinux is not supported by Unity 4 and by extension also not supported by KSP.

#4 - 05/26/2013 07:22 PM - ErikOlesen

- File Player.log added

- File KSP_GDB added

I'm having exactly the same problem, running 0.20 in Ubuntu 12.10 on a Pentium Dual-core T4200 2GB, with 4GB ram and a NVIDIA GeForce GT 120M (laptop).

I've been looking around the forums for solutions, some suggest windows font-pack and running LC_ALL=C (I've tried both the 32- and the 64-bit) while others suggest installing the "complete mono-runtime". However none of this seems to resolve the problem.

I've included the Player.log and a GDB debug report.

Sincerely Erik

#5 - 05/26/2013 07:33 PM - ErikOlesen

- File KSP_GDB.txt added

#6 - 05/26/2013 07:37 PM - birdspider

mono uses signals which confues gdb, write "handle SIGXCPU SIG33 SIG35 SIGPWR nostop noprint" into your ~/.gdbinit and do it again, see also <http://www.mono-project.com/Debugging> for more info. SIGPWR is not SIGSEGV but I expect that you end up with an SIGSEGV in the end.

#7 - 05/27/2013 02:16 AM - ErikOlesen

- File KSP_GDB_2.txt added

Files

bug_ksp_020.png	871 KB	05/22/2013	birdspider
bug_ksp_020.gdb.txt	7.56 KB	05/22/2013	birdspider
Player.log	221 KB	05/22/2013	birdspider
Player.log	6.86 KB	05/26/2013	ErikOlesen
KSP_GDB	835 Bytes	05/26/2013	ErikOlesen
KSP_GDB.txt	835 Bytes	05/26/2013	ErikOlesen
KSP_GDB_2.txt	3.09 KB	05/27/2013	ErikOlesen