Kerbal Space Program - Bug #722

Segfault after trying to continue game or start a new one.

05/28/2013 04:41 PM - Naddiseo

Status:	Closed		**Start date:**	05/28/2013
Severity:	Unworthy		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	0.20		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

I'm assuming this bug may be a duplicate of #684, but since I'm using Ubuntu 13.04 and the other issue was closed I'll open a new one.

KSP was working in 0.19, but started Segfaulting with the latest update when I try to continue a profile or start a new one.

Let me know if there's any other information I can provide.

History

#1 - 08/16/2013 10:41 AM - Ted

- Category set to Gameplay

Is this issue still present in 0.21.1?

#2 - 08/16/2013 02:40 PM - birdspider

no, its not happening anymore - as far as I am concerned KSP runs fine on archlinux_x64 (minus radeon graphics but kernel 3.11 will change that)

#3 - 08/16/2013 02:56 PM - Ted

- Status changed from New to Resolved

- % Done changed from 0 to 100

Excellent, thanks!

#4 - 08/16/2013 02:56 PM - Ted

- Status changed from Resolved to Closed

Files

ksp.backtrace.txt	1.45 KB	05/28/2013	Naddiseo
Player.log	222 KB	05/28/2013	Naddiseo