Kerbal Space Program - Bug #9386

KSP Crashes on launch

04/21/2016 04:44 PM - codyswanson4

Status:	Closed	**Start date:**	04/21/2016
Severity:	High	**% Done:**	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.0	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

Hello everybody, this is my first bug, so I apologize if I do not include all required information at first, but I will do my best to include any additional requested information.

My system is Ubuntu GNOME and is fully updated with KSP being installed through Steam.

I can click the launch button from Steam, and it shows a black fullscreen window, but disappears after about 15 seconds. Any additional launches without a reboot will result in the same outcome, except it crashes faster. I started KSP.x86_64 through the terminal with the following output and the same black window that pops up when launching through Steam:

@cody@system ~/.s/s/c/Kerbal Space Program> ./KSP.x86_64
Set current directory to /home/cody/.steam/steamapps/common/Kerbal Space Program
Found path: /home/cody/.steam/steamapps/common/Kerbal Space Program/KSP.x86_64
Mono path[0] = '/home/cody/.steam/steamapps/common/Kerbal Space Program/KSP_Data/Managed'
Mono path[1] = '/home/cody/.steam/steamapps/common/Kerbal Space Program/KSP_Data/Mono'
Mono config path = '/home/cody/.steam/steamapps/common/Kerbal Space Program/KSP_Data/Mono/etc'
displaymanager : xrandr version warning. 1.4
client has 6 screens
displaymanager screen (0)(DFP10): 1920 x 1080
displaymanager screen (1)(DFP11): 1080 x 1920
displaymanager screen (2)(DFP9): 1920 x 1080
Using libudev for joystick management

Importing game controller configs
fish: â./KSP.x86_64â terminated by signal SIGABRT (Abort)@

KSP.log contains the following:

Kerbal Space Program - 1.1.0.1230 (LinuxPlayer)

@OS: Linux 4.2 Ubuntu 15.10 64bit
CPU: AMD FX-4130 Quad-Core Processor (4)
RAM: 7949
GPU: AMD Radeon R9 200 Series (1419MB)
SM: 30 (OpenGL 4.5 [4.5.13399 Compatibility Profile Context 15.201.1151])
RT Formats: ARGB32, Depth, ARGBHalf, Shadowmap, RGB565, ARGB4444, ARGB1555, Default, ARGB2101010, DefaultHDR, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8

Log started: Thu, Apr 21, 2016 12:42:16

@

I can attach any additional files and do any debugging needed if either are requested.

History

#1 - 04/21/2016 05:53 PM - sal_vager

- Severity changed from Critical to High

Hi codyswanson4, it's a known issue with AMD proprietary drivers on KSP 1.1, the workaround is to start KSP with the -force-gfx-direct Unity command line argument, in a terminal it would look like this.

~/path/to/your/KSP/install/KSP.x86_64 -force-gfx-direct

#2 - 04/22/2016 05:06 PM - sal_vager

- Status changed from New to Need More Info

Let me know if that helped.

#3 - 04/23/2016 03:42 PM - codyswanson4

This made it work. Thanks!

#4 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#5 - 08/09/2019 12:31 AM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#6 - 08/09/2019 12:31 AM - chris.fulton

- Status changed from Resolved to Closed