

Kerbal Space Program - Bug #9579

Patcher download is a .tar.gz file on GNU/Linux, but Launcher expects .zip.

04/29/2016 02:45 AM - steve_v

Status:	Moot	Start date:	04/29/2016
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

The "Update" button in the launcher (Launcher.x86_64) downloads the patcher then dies with:

```
Something went wrong unpacking the file, reason: System.IO.IsolatedStorage.IsolatedStorageException: Could not find file
"/home/steve/Games/KSP_linux-1-1-0/Patcher.zip".
at System.IO.FileStream..ctor (System.String path, FileMode mode, FileAccess access, FileShare share, Int32 bufferSize, Boolean
anonymous, FileOptions options) [0x00000] in <filename unknown>:0
at System.IO.FileStream..ctor (System.String path, FileMode mode, FileAccess access, FileShare share) [0x00000] in <filename
unknown>:0
at System.IO.File.OpenRead (System.String path) [0x00000] in <filename unknown>:0
at ICSharpCode.SharpZipLib.Zip.FastZip.ExtractZip (System.String zipFileName, System.String targetDirectory, Overwrite overwrite,
ICSharpCode.SharpZipLib.Zip.ConfirmOverwriteDelegate confirmDelegate, System.String fileFilter, System.String directoryFilter)
[0x00000] in <filename unknown>:0
at ICSharpCode.SharpZipLib.Zip.FastZip.ExtractZip (System.String zipFileName, System.String targetDirectory, System.String
fileFilter) [0x00000] in <filename unknown>:0
at UpdateKSP+<StartPatcher>c__Iterator5.MoveNext () [0x00000] in <filename unknown>:0
```

The file retrieved is actually named "Patcher.tar.gz", manually decompressing it (yes, it *is* gzip format) and running the resulting "Patcher" binary works as expected and appears to update the game successfully.
Debian GNU/Linux 8.4, FWIW.

History

#1 - 04/29/2016 02:55 AM - steve_v

- File Player.log added

Player.log added.

#2 - 04/29/2016 10:08 AM - sal_vager

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed here.

Unfortunately zip may not be available on all Linux systems but gzip is, so the launcher needs to check for both.

#3 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 09/15/2016 07:54 AM - steve_v

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Bumping, bug still exists in Launcher packaged with 1.2 pre-release.

#5 - 06/13/2019 11:15 PM - nestor

- *Status changed from Updated to Moot*

- *% Done changed from 10 to 0*

Patcher is no longer supported for updating the game.

Files

Player.log	18.2 KB	04/29/2016	steve_v
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