

Kerbal Space Program - Bug #9600

Store/patcher Fails with Certain Characters

04/29/2016 05:30 PM - Sniper296

Status:	Moot	Start date:	04/29/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

Sorry for posting this report in the wrong category/project, but there is no "store" project or "patcher" category.

Either the [store](#) or the patcher is handling certain characters in passwords improperly.

Having changed my store password to U}bzqYl=(5H&'j'gB*k6~4VK5Yc3pWt(this is no longer my pw), the patcher returns the following error:

rDILqxG.png

```
04/29/2016 04:12:34 PM [DEBUG ]: GetFormData() = username=[PRIVATE]%40gmail.com&hash=926dbc833cb6a9ba7b74e6b124d2c63e&patchermd5=da5b63f03a841d83fdfa83e8cc19873b&platform=WindowsPlayer&clientsversion=2.1.1.270&act=get_rsnc_token&buildTarget=KSP_win&platID=win&password=%2A6C17F1F9E1CA2F0C6273AFDCE102C0D64DA69E4C&experimental=0
04/29/2016 04:12:35 PM [DEBUG ]: Downloading data from https://kerbalspaceprogram.com/kspstore/dp/patcher/index.php to memory...
04/29/2016 04:12:35 PM [DEBUG ]: HTTP 200: OK (https://kerbalspaceprogram.com/kspstore/dp/patcher/index.php)
04/29/2016 04:12:35 PM [DEBUG ]: Content-Length: ??? bytes
04/29/2016 04:12:35 PM [DEBUG ]: Received: unverified ERROR:
04/29/2016 04:12:35 PM [ERROR ]: Unable to authenticate with the server: Could not validate your login info. Please make sure your e-mail and password are correct.
```

However, changing my store password to thisIsADumbPassForDumbSites(this is no longer my pw) lets the get_rsnc_token process work fine.

```
04/29/2016 05:34:59 PM [DEBUG ]: GetFormData() = username=[PRIVATE]%40gmail.com&hash=3d42a59d23b1652a8a6f9231ceead7dc&patchermd5=da5b63f03a841d83fdfa83e8cc19873b&platform=WindowsPlayer&clientsversion=2.1.1.270&act=get_rsnc_token&buildTarget=KSP_win&platID=win&password=%2AE29BF8091AD6A44E9C2109D2FA4FEEF449114400&experimental=0
04/29/2016 05:35:00 PM [DEBUG ]: Downloading data from https://kerbalspaceprogram.com/kspstore/dp/patcher/index.php to memory...
04/29/2016 05:35:00 PM [DEBUG ]: HTTP 200: OK (https://kerbalspaceprogram.com/kspstore/dp/patcher/index.php)
04/29/2016 05:35:00 PM [DEBUG ]: Content-Length: ??? bytes
04/29/2016 05:35:00 PM [DEBUG ]: Received: [GUID]
04/29/2016 05:35:00 PM [DEBUG ]: getAuthToken=[GUID]
```

Based on the password being well hashed in the logs, and decompiling your patcher's StoreSession.login() method and replicating it's generated url(same parameters, different order), the patcher is not to blame. So the store must be tripping up on certain characters.

History

#1 - 04/29/2016 06:00 PM - Sniper296

Having just tried my new password with the patcher, I get a crash. So it may indeed be the patcher to blame. Or a separate bug.

Patcher version: 2.1.1.270 (c4c2f8f-production b master)

Password charset:

A-Za-z0-9!"#\$%&'()*+,-./:;<=>?@[\\]^_`{|}~

```
04/29/2016 06:58:42 PM [INFO ]: Squad Patcher 2.1.1.270 (c4c2f8f-production b master) - Apollo I Edition
04/29/2016 06:58:42 PM [INFO ]: -----
04/29/2016 06:58:42 PM [INFO ]: OS: Windows (win)
04/29/2016 06:58:42 PM [DEBUG ]: Handing everything over to Qt. Hold onto your butts.
04/29/2016 06:58:42 PM [DEBUG ]: Crash?
```

#2 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 06/13/2019 11:17 PM - nestor

- Status changed from Needs Clarification to Moot

Patcher is no longer supported for updating the game.

Files

patcher.log	643 KB	04/29/2016	Sniper296
-------------	--------	------------	-----------