

Kerbal Space Program - Bug #9721

Crash at startup

05/12/2016 08:42 PM - gamerprogrammer

Status:	Not a Bug	Start date:	05/12/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

1. Open Steam menu from Dock
2. Select "Kerbal Space Program"
3. Wait a short moment till black screen appears with no content
4. Crash

Reproduced: once or three times (I don't know if it's a same issue)

Some stack symbols: (see attachment)

```
7 libsystem_c.dylib          0x00007fff8d7496e7 abort + 129
8 unity.Squad.Kerbal Space Program 0x0000000100a4cc84 HandleSignal(int, __siginfo*, void*) + 36
9 libmono.0.dylib           0x0000000101ad0749 mono_chain_signal + 75
10 libmono.0.dylib           0x0000000101a154e1 mono_sigsegv_signal_handler + 210
11 libsystem_platform.dylib  0x00007fff97e2f52a _sigtramp + 26
12 libsystem_kernel.dylib    0x00007fff88fa7129 __commpage_gettimeofday + 41
13 unity.Squad.Kerbal Space Program 0x00000001007d94c9 DynamicHeapAllocator<LowLevelAllocator>::TryDeallocate(void*) + 265
14 unity.Squad.Kerbal Space Program 0x00000001007dac49 DualThreadAllocator<DynamicHeapAllocator<LowLevelAllocator>>::TryDeallocate(void*) + 137
15 unity.Squad.Kerbal Space Program 0x00000001007d587d MemoryManager::Deallocate(void*, MemLabelId) + 189
16 unity.Squad.Kerbal Space Program 0x000000010089ee86 WWWCurl::~~WWWCurl() + 294
17 unity.Squad.Kerbal Space Program 0x000000010089ed3e WWWCurl::~~WWWCurl() + 14
```

Environment:

KSP: 1.1.2 (Unix) - Unity: 5.2.4f1 - OS: Mac OS X 10.11.4

Filter Extensions - 2.5

USI Tools - 0.7.2.1

B9 Part Switch - 1.0.1

Community Resource Pack - 0.5.1

Firespitter - 7.2.1

Interstellar Fuel Switch - 1.27

RasterPropMonitor - 0.25.1

KAS - 0.5.6.7

KIS - 1.2.7.6

KSP-AVC Plugin - 1.1.6.1

Kerbal Joint Reinforcement - 3.1.6

HyperEdit - 1.5

NearFutureConstruction - 0.6

NearFutureElectrical - 0.7

NearFuturePropulsion - 0.7

NearFutureSolar - 0.6

NearFutureSpacecraft - 0.4.4

Kerbal Planetary Base Systems - 1.0.9

Procedural Parts - 1.2

DeepFreeze Continued... - 0.22.1

RCS Sounds - 5.0

SCANSat - 1.1.6

Interstellar Fuel Switch - 1.23
SpaceY Expanded - 1.1.8
SpaceY Lifters - 1.12.2
Kerbal Alarm Clock - 3.6.1
TweakScale - 2.2.7.2
USI Core - 0.2.2.1
USI Exploration Pack - 0.5.2.1
Karbonite - 0.7.2.1
Karbonite Plus - 0.6.2.1
Karibou - 0.2.2.1
Kolonization Core - 0.2.2.1
USI-LS - 0.4.2.1
USI Survivability Pack - 0.5.2.1
UKS - 0.40.2.1
USI Alcubierre Drive - 0.4.2.1
KSP Interstellar Extended - 1.8.12

History

#1 - 05/12/2016 09:31 PM - gamerprogrammer

- File *Crash.txt* added

Just few minutes later, same stacktrace

#2 - 05/12/2016 09:34 PM - gamerprogrammer

It crashed again. It launched successfully after I've relaunched Steam.

#3 - 05/12/2016 09:47 PM - smjjames

- Status changed from *New* to *Need More Info*

Uh, you do realize you're not supposed to put bug reports in that are full of mods? It could be ANYTHING.

First, you need to check if it happens in a clean install, if it does happen, then post that. If it DOESN'T happen with a cleanh install, what you need to do is to find out which mod it is (a binary search is most effective with the number of mods you have) and then report it on the thread for that mod.

Also, make sure you have the latest versions of your mods.

#4 - 05/13/2016 10:24 AM - gamerprogrammer

smjjames, I understand what was wrong (thank you for explanation), you may close it as invalid, sorry for taking your time

#5 - 05/13/2016 01:46 PM - smjjames

- Status changed from *Need More Info* to *Not a Bug*

- % Done changed from 0 to 100

gamerprogrammer wrote:

smjjames, I understand what was wrong (thank you for explanation), you may close it as invalid, sorry for taking your time

Okay.

Files

Crash.txt	105 KB	05/12/2016	gamerprogrammer
Crash.txt	107 KB	05/12/2016	gamerprogrammer