# Kerbal Space Program - Bug #9824

## Game Crashes Frequently

06/02/2016 06:30 PM - dlmarti

| | | | | |
|---|---|---|---|---|
| **Status:** | Needs Clarification | | **Start date:** | 06/02/2016 |
| **Severity:** | High | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Application | | | |
| **Target version:** | | | | |
| **Version:** | 1.1.2 | | **Language:** | English (US) |
| **Platform:** | Linux | | **Mod Related:** | No |
| **Expansion:** | | | | |

| Description |
|---|
| My game crashes either inside the VAB or transitioning to outside the VAB. <br> This happens almost every visit to the VAB. <br><br> I am just about ready to give up the game entirely. <br><br> It appears that the game is trying to load the 32bit version of mono, I dunno why this would be. |

**History**

**#1 - 06/02/2016 06:32 PM - dlmarti**

FYI brand new PC, fresh install. ( this happened on the older machine, with an older version of Linux identically also).

**#2 - 06/03/2016 01:07 PM - sal_vager**

Hello Dimarti, your log shows that Steam is using the 32bit version of KSP.

Open the properties for KSP in your Steam client and add this to the command box.

command_x64

That will make Steam open the 64bit version of KSP for Linux.

**#3 - 06/06/2016 06:12 AM - Jarin**

*- File KSP.log added*

*- File output_log.txt added*

sal_vager wrote:

> Hello Dimarti, your log shows that Steam is using the 32bit version of KSP.
>
> Open the properties for KSP in your Steam client and add this to the command box.
>
> command_x64
>
> That will make Steam open the 64bit version of KSP for Linux.

Regular crashes here as well. Confirmed that game is launching in 64 bit. Including logs (output_log.txt has crash stack trace)

Windows event viewer recorded this application error:
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Faulting application name: KSP_x64.exe, version: 5.2.4.2391, time stamp: 0x566b7225
Faulting module name: ntdll.dll, version: 10.0.10586.306, time stamp: 0x571af2eb
Exception code: 0xc0000005
Fault offset: 0x000000000002e909
Faulting process id: 0x3830
Faulting application start time: 0x01d1bfb0f73e3771
Faulting application path: F:\SteamLibrary\steamapps\common\Kerbal Space Program\KSP_x64.exe
Faulting module path: C:\WINDOWS\SYSTEM32\ntdll.dll

Report Id: 974fd018-9950-415c-bec1-c30695c51ca1
Faulting package full name:
Faulting package-relative application ID:


**#4 - 07/17/2016 09:56 AM - TriggerAu**

*- Status changed from New to Needs Clarification*


**#5 - 08/21/2016 04:15 PM - PSU_Jedi**

I have the same issue, specifically when I am building inside VAB. Have confirmed that I am running the x64 version of the game (Windows error message states "KSP_x64.exe" has crashed.


**Files**

| | | | |
|---|---|---|---|
| KSP.log | 276 KB | 06/02/2016 | dlmarti |
| Player.log | 627 KB | 06/02/2016 | dlmarti |
| KSP.log | 999 KB | 06/06/2016 | Jarin |
| output_log.txt | 2.26 MB | 06/06/2016 | Jarin |