

Kerbal Space Program - Bug #10084

Game hangs after reverting to SPH, sigsegv in stacktrace

07/03/2016 07:41 PM - gamerprogrammer

Status:	Updated	Start date:	07/03/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

Notice mono_sigsegv_signal_handler in stacktrace. It is present in stacktrace each time the game hangs. Also there is high CPU load.

This is reproduced once after reverting to SPH, however, bug occurred many times in different situations (in editor, i'm not sure if it was in flight).

Related issues:

Related to Kerbal Space Program - Bug #10048: Game hangs just after switching... **Closed** **06/25/2016**

History

#1 - 07/17/2016 11:09 AM - TriggerAu

- Related to Bug #10048: Game hangs just after switching vehicle, sigsegv in stacktrace, vanilla install added

#2 - 07/17/2016 11:10 AM - TriggerAu

- Status changed from New to Updated

- % Done changed from 0 to 10

Setting updated for confirmation during cleanup

Files

KSP.log	453 KB	07/03/2016	gamerprogrammer
Auto-Saved Ship.craft	293 KB	07/03/2016	gamerprogrammer
StackSampling.txt	96 KB	07/03/2016	gamerprogrammer