

Kerbal Space Program - Bug #1114

Game depends on \$LANG to work correctly, not playable with my settings.

07/25/2013 05:50 AM - indivisualist

Status:	Closed	Start date:	07/25/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

The game is unplayable if I don't set my system's LANG variable to the default value.

Environment:

- Debian 3.10.1-1
- LANG variable is set to **de_DE.UTF-8**
- KSP 0.21
- no Steam
- no mods etc., fresh download

The following things happen:

- Parts in the VAB can not be connected, the "green balls" are gone.
- Predefined rockets can be opened in the VAB, but they are invisible.
- Predefined rockets can be put on the launchpad, but they seem to be put somewhere in space.
- The camera control is way too sensitive.

Workaround:

- Launching the game with **LANG=C**
If this doesn't happen on the first run, on the second "correct" run all settings are messed up (especially the camera control) and the mission timer is completely off.

Notes:

By digging around in the bugtracker I found the issues [#427](#) and [#504](#) which seem to describe a similar situation from version 0.19, but now there seem to be even more problems.

Related issues:

Related to Kerbal Space Program - Bug #427: Linux: Parsing of float values in...

Closed

03/17/2013

History

#1 - 11/20/2015 12:43 PM - sal_vager

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

KSP no longer relies on the systems locale for floating point number delimiters in 1028.

#2 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from *Resolved* to *Closed*