

Kerbal Space Program - Bug #1138

Game fails to load when Assets are stored in a Read-Only directory

07/26/2013 08:46 AM - the-kenny

Status:	Updated	Start date:	07/26/2013
Severity:	Unworthy	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Hello,

I try to package KSP (demo + full game, user has to provide their downloaded zip) for a Linux distribution called NixOS (<http://nixos.org>). The purely functional package manager stores files of installed packages in a read-only package store (/nix/store). When KSP is stored there, it fails to get past the loading screen, progress bar always staying at the beginning, not moving.

It seems like KSP tries to open all assets as in read+write mode, which fails for a read-only filesystem. I can do some workarounds, but a cleaner solution would be if KSP takes care of opening assets it just accesses read-only correctly.

History

#1 - 07/26/2013 10:34 AM - Scr_Ra

- Severity changed from Normal to Petty

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/19/2016 10:36 PM - ____

- File roDB.log added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

With PartDatabase.cfg and GameData (or everything) read-only the load bar fills up and then gets stuck at 100%.

With only GameData read-only I can load a save, but every part is missing. Including PotatoRoid.

#4 - 07/19/2016 10:37 PM - ____

- File roGD.log added

#5 - 07/29/2016 10:42 AM - sal_vager

- Severity changed from Petty to Unworthy

Question is, *should it?*

Squad does not support running KSP from read-only media, such as read-only folders, burnt to DVD etc.

KSP is portable but for best results it should be run from a hard drive or SSD on the machine, and write access is required for some files.

#6 - 08/23/2016 11:00 AM - ____

Does the game ever write to the assets?

If not and all that is needed is to replace a "rw" with "r" somewhere in your code, then why not?

Otherwise don't bother, it's an unworthy issue for sure.

Files

roDB.log	505 KB	07/19/2016	—
roGD.log	516 KB	07/19/2016	—