

Kerbal Space Program - Bug #1151

Font Path is hardcoded to /usr/share/fonts

07/28/2013 01:38 PM - the-kenny

Status:	Closed	Start date:	07/28/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			
Description			
When starting KSP on Linux without Arial.ttf and Arialb.ttf in /usr/share/fonts/ the game fails to display text in the Settings dialog and in some other locations.			
Some Linux distributions don't have this path. A nice solution would be adding a program flag (like --font-path some/path/) or an environment variable (KSP_FONT_DIR or something). This would enable running KSP there without polluting /. It would also be helpful if KSP would either package these fonts in the download or at least try to load them from the extracted folder (so the user can put the files there).			
I'm not sure if this is a Unity3d problem or a shortcoming of KSP.			

History

#1 - 08/16/2013 08:20 AM - Ted

- Category set to 30

#2 - 08/29/2013 01:46 PM - sr

I've just tried reproducing the issue by moving the arial ttf files away from /usr/share/fonts (According to 'strings KSP.x86' only Arial.ttf is hardcoded). However, all strings still showed up in the settings screen from the main menu as well as the settings screen that you get in-game by pressing escape.

I do have a \$HOME/.fontconfig font cache directory however. Can you please try setting up such a caching directory with 'fc-cache -s' and see if the problem persists? (I do hope fc-cache is not a ubuntu specific thing, I am however not sure).

It's not a solution, but would identify a possible workaround.

#3 - 11/04/2013 12:16 AM - Cairan

- Status changed from New to Confirmed

- % Done changed from 0 to 10

sr wrote:

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I'm running Slackware 14.0 64, and I've had the same issue regarding the missing arial fonts... The only way I could get KSP to display Arial text was to manually copy Arial and ArialBd (case sensitive) in /usr/share/fonts/TTF/. Removing those fonts after a successful launch and a subsequent restart caused the missing font issue to reoccur in 0.22 as well as 0.21.

#4 - 05/11/2014 01:58 AM - rbenua

I learned of this issue today while trying to run the game on a RHEL 6 machine at my university on which I don't have root access. This actually

caused me a fair amount of pain, as I'm unable to put the missing fonts in /usr/share/fonts. It would be a significant benefit for users in my situation if KSP could either use fontconfig (I don't actually know how this works or how hard it is, but it would have allowed me to simply install the fonts under my home directory) or provide an option (perhaps at the command line on startup?) to select a directory to search for fonts. As it is, I have devised a **very** ugly workaround by replacing the string "/usr/share/fonts" in the KSP binary with a folder in /tmp where I placed the Arial .ttf files and a symlink back to /usr/share/fonts.

#5 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0

#6 - 08/07/2016 12:07 PM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention