

Kerbal Space Program - Bug #11955

Game crashes X Windows when starting

09/20/2016 11:25 AM - AmenRa

Status: Unity Bug	Start date: 09/20/2016
Severity: Normal	% Done: 100%
Assignee:	
Category: Application	
Target version:	
Version: Not Applicable	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	
Description	
OS: Ubuntu 16.04.01 LTS (amd64) KSP: 1.2 (1500) and 1.1.2+	
This problem has been persistent since 1.1.2. It's now time to fix it.	
The application appears to start without an issue when running in full screen mode. However, it crashes almost all the time when starting in Windowed mode even when using command line parameters such as --force-gfx-direct and --force-glc core33	
Related issues:	
Related to Kerbal Space Program - Bug #11382: Bad resolution calls crash X wi...	Unity Bug 09/14/2016

History

#1 - 09/20/2016 11:31 AM - AmenRa

from SYSLOG

```
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): CRT-0: disconnected
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): CRT-0: 400.0 MHz maximum pixel
clock
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0):
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: connected
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: Internal TMDS
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: 330.0 MHz maximum pixel clock
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0):
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): DFP-1: disconnected
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): DFP-1: Internal TMDS
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): DFP-1: 165.0 MHz maximum pixel
clock
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0):
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: connected
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: Internal TMDS
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: 330.0 MHz maximum pixel clock
Sep 20 07:26:05 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (--) NVIDIA(GPU-0):
Sep 20 07:26:06 eerlon gnome-session[24897]: (gnome-shell:24957): Gdk-WARNING **: Native children wider or tal
ler than 65535 pixels are not supported
Sep 20 07:26:06 eerlon gnome-session[24897]: (gnome-shell:24957): Gdk-ERROR **: The program 'gnome-shell' rece
ived an X Window System error.
Sep 20 07:26:06 eerlon gnome-session[24897]: This probably reflects a bug in the program.
Sep 20 07:26:06 eerlon gnome-session[24897]: The error was 'BadAlloc (insufficient resources for operation)'.
Sep 20 07:26:06 eerlon gnome-session[24897]: (Details: serial 99115 error_code 11 request_code 12 (core prot
ocol) minor_code 0)
Sep 20 07:26:06 eerlon gnome-session[24897]: (Note to programmers: normally, X errors are reported asynchron
ously;
Sep 20 07:26:06 eerlon gnome-session[24897]: that is, you will receive the error a while after causing it.
Sep 20 07:26:06 eerlon gnome-session[24897]: To debug your program, run it with the GDK_SYNCHRONIZE environ
ment
```

```
Sep 20 07:26:06 eerlon gnome-session[24897]: variable to change this behavior. You can then get a meaningful
1
Sep 20 07:26:06 eerlon gnome-session[24897]: backtrace from your debugger if you break on the gdk_x_error()
function.)
Sep 20 07:26:06 eerlon kernel: [79217.088105] traps: gnome-shell[24957] trap int3 ip:7f85b4bd5a6b sp:7ffd4b497
7b0 error:0
Sep 20 07:26:06 eerlon gnome-session[24897]: gnome-session-binary[24897]: WARNING: Application 'gnome-shell.de
sktop' killed by signal 5
Sep 20 07:26:06 eerlon gnome-session-binary[24897]: WARNING: Application 'gnome-shell.desktop' killed by signa
l 5
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): CRT-0: disconnected
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): CRT-0: 400.0 MHz maximum pixel
clock
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0):
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: connected
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: Internal TMDS
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-0)
: 330.0 MHz maximum pixel clock
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0):
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): DFP-1: disconnected
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): DFP-1: Internal TMDS
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): DFP-1: 165.0 MHz maximum pixel
clock
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0):
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: connected
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: Internal TMDS
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0): ViewSonic VA2246 SERIES (DFP-2)
: 330.0 MHz maximum pixel clock
Sep 20 07:26:06 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (-- NVIDIA(GPU-0):
Sep 20 07:26:07 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (II) NVIDIA(0): Setting mode "DVI-D-0: nvidia-auto-
select @1920x1080 +1920+0 {ViewPortIn=1920x1080, ViewPortOut=1920x1080+0+0}"
Sep 20 07:26:07 eerlon /usr/lib/gdm3/gdm-x-session[24641]: (II) NVIDIA(0): Setting mode "DVI-I-1: nvidia-auto-
select @1920x1080 +0+0 {ViewPortIn=1920x1080, ViewPortOut=1920x1080+0+0}, DVI-D-0: nvidia-auto-select @1920x10
80 +1920+0 {ViewPortIn=1920x1080, ViewPortOut=1920x1080+0+0}"
Sep 20 07:26:08 eerlon gnome-session[24897]: Window manager error: Another compositing manager is already runn
ing on screen 0 on display ":1".gnome-session-binary[24897]: WARNING: App 'gnome-shell.desktop' exited with co
de 1
Sep 20 07:26:08 eerlon gnome-session[24897]: gnome-session-binary[24897]: WARNING: App 'gnome-shell.desktop' r
espawning too quickly
Sep 20 07:26:08 eerlon gnome-session[24897]: gnome-session-binary[24897]: CRITICAL: We failed, but the fail wh
ale is dead. Sorry....
Sep 20 07:26:08 eerlon gnome-session-binary[24897]: Unrecoverable failure in required component gnome-shell.de
sktop
Sep 20 07:26:08 eerlon gnome-session-binary[24897]: WARNING: App 'gnome-shell.desktop' exited with code 1
Sep 20 07:26:08 eerlon gnome-session-binary[24897]: WARNING: App 'gnome-shell.desktop' respawning too quickly
Sep 20 07:26:08 eerlon gnome-session-binary[24897]: CRITICAL: We failed, but the fail whale is dead. Sorry....
Sep 20 07:26:08 eerlon gnome-session[24897]: ICE default IO error handler doing an exit(), pid = 25094, errno
= 11
Sep 20 07:26:08 eerlon /usr/lib/gdm3/gdm-x-session[24641]: upstart: gnome-session (GNOME) main process (24897)
terminated with status 1
```

#2 - 09/21/2016 08:01 PM - sal_vager

- Category changed from Application to 368

- Status changed from New to Unity Bug

- % Done changed from 0 to 100

Hi AmenRa, thank you for the report, however this is a Unity3D engine issue and is not addressable by Squad.

Please see [#11382](#) for more details.

#3 - 09/21/2016 08:01 PM - sal_vager

- Related to Bug #11382: Bad resolution calls crash X window manager. added

#4 - 03/20/2018 11:40 AM - Squelch

- Severity changed from Critical to Normal