Kerbal Space Program - Bug #13086

Hangs While Loading Asset Definitions

10/22/2016 08:14 PM - gzwick

Status:	Unity Bug	**Start date:**	10/22/2016
Severity:	High	**% Done:**	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.0	**Language:**	English (US)
Platform:	OSX	**Mod Related:**	No
Expansion:			

Description

When I launch Ksp 1.2.0 on my MacBook Pro the game stops loading after reaching "loading asset definitions" after which point the game refuses to load further. This has happened on numerous fresh installs with only what's included from website download. Have tried deleting saved application state from library, relaunching and re downloading (this last repeatedly) with no change. the best time estimate for the longest I have left the program running is "long enough for it to run out of pictures to display while loading". No mods are installed would appreciate feedback on what i should try to fix this.

Link i'm using: https://kerbalspaceprogram.com/download.php?od=185064

Computer Specs
Processor: a 2.6 GHz Intel Core i7
Graphics card: Intel HD Graphics 4000 1536 MB
Memory: 8 GB
Currently Running OS 10.12 Sierra

History

#1 - 10/23/2016 09:22 AM - JPLRepo

- Status changed from New to Unity Bug

- % Done changed from 0 to 100

This is a known issue with Sierra OSX.
Refer to the forums:
http://forum.kerbalspaceprogram.com/index.php?/topic/147675-important-info-for-os-x-sierra-users/
http://forum.kerbalspaceprogram.com/index.php?/topic/147696-os-x-sierra-working-fine-here/
You can try the work-arounds that have worked for a few people here:
http://forum.kerbalspaceprogram.com/index.php?/topic/149705-12-not-loading-on-sierra/
Otherwise until Unity address this you may need to downgrade to OSX El Capitan.