Kerbal Space Program - Bug #13138

Unity3d settings causing KDE to reset

10/28/2016 04:57 PM - pferland

Status:	New		**Start date:**	10/28/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

The Unity3d prefs file (in /home/<USER>/.config/unity3d/Squad/Kerbal Space Program/) is being written to incorrectly. The UnitySelectedMonitor is sometimes being set to -1 and causing KSP loads to crash.
Changing UnitySelectedMonitor from -1 to 0 and KSP does not crash KDE.
At first tried removing the entire Unity3D folder, but issue just came right back. Manually editing the prefs file has not made it return yet.

System Specs:
AMD Athlon FX 6300
16GB DDR3
Radeon R9 280 3GB
Ubuntu 16.10 64bit
KDE 5.7
Kernel: 4.8.0-26

If you need any more info or any tests done, please let me know.

History

#1 - 03/17/2017 10:59 AM - psycho_zs

Are you sure that wrong UnitySelectedMonitor is the cause? It is being reset on every launch. And crashing DE sounds a lot like crashing X in general: #11382

Files

prefs	378 Bytes	10/28/2016		pferland
Player.log	26.9 KB	10/28/2016		pferland