

Kerbal Space Program - Bug #17961

1.4 update : Crash at opening for the 64bit version

03/09/2018 08:40 PM - Arkaid

Status:	Investigating	Start date:	03/09/2018
Severity:	High	% Done:	20%
Assignee:			
Category:	Application		
Target version:			
Version:	1.4.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Hello,

First, thank you for this beautiful game! It is by far my favourite game, and one of the first I've ever played.

Now the issue : since the 1.4 update, the 64-bit version won't open. The assets load normally (I have the whole loading screen from start to finish), but at the end of the loading, the game crashes because of a memory access violation. The report is in the attached files.

The 32-bit version works "normally" (well, with various minor bugs due to the 1.4 update but that's not the topic here).

Hope you can fix that soon ,

Sincerely,

S.Hirsch

History

#1 - 03/09/2018 09:10 PM - MechBFP

- Status changed from New to Need More Info

I can confirm the 64-bit version works perfectly fine on my computer.
Likely caused by a mod you have installed. Do a fresh install and try again.

#2 - 03/27/2018 03:39 PM - Squelch

- Status changed from Need More Info to Investigating

- % Done changed from 0 to 20

- Expansion Core Game added

Files

error.log	15.5 KB	03/09/2018	Arkaid
crash.dmp	176 KB	03/09/2018	Arkaid
output_log.txt	1.25 MB	03/09/2018	Arkaid