

# Kerbal Space Program - Bug #18294

## Blank (Black) Screen at Startup

03/30/2018 03:57 PM - jcreighton

<b>Status:</b>	New	<b>Start date:</b>	03/30/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.4.5	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

iMac 2017  
2.3 GHz Intel Core i5  
8GB RAM  
macOS 10.12.6 Sierra

Stock install.

KSP.app opens a near-full screen window but it remains completely blank/black. Player.log attached.

### History

#### #1 - 04/28/2018 12:32 AM - jcreighton

- File *Player.log* added

- Version changed from 1.4.2 to 1.4.3

Changed Version from 1.4.2 to 1.4.3. Problem persists. Stock install. Latest Player.log attached.

#### #2 - 04/28/2018 06:10 AM - jclovis3

What was the last version that did work? I'm surprised you play with only 8 GB of RAM. I frequently see KSP run anywhere from 5 GB to 10 GB during play, which is why I have to use the x64 version. Did you try switching to 64-bit mode? I read recently that many graphics adapters are dropping support for 32-bit anyway. Really not sure if MacOS has both versions anyway.

Looking at your log file, I noticed you are having some access errors, namely:

UnauthorizedAccessException: Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/C3C27952-ACEF-44C1-9002-0F72073FD4A4/d/settings.cfg" is denied.

In fact, there are a lot of errors beginning with "UnauthorizedAccessException"

#### #3 - 04/28/2018 12:11 PM - jcreighton

jclov3 wrote:

What was the last version that did work? I'm surprised you play with only 8 GB of RAM. I frequently see KSP run anywhere from 5 GB to 10 GB during play, which is why I have to use the x64 version. Did you try switching to 64-bit mode? I read recently that many graphics adapters are dropping support for 32-bit anyway. Really not sure if MacOS has both versions anyway.

1.4.1 also has this problem for me.

1.4.0 seems to run normally (splash screen graphics, loading progress bar, main menu).

I'm playing on 1.3.1 for the time being. Frame rate isn't too bad at all on this new 2017 machine.

MacOS download only offers Installer and zip downloads; no separation for x86 or x64.

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In fact, there are a lot of errors beginning with "UnauthorizedAccessException"

I'm able to drill down to the AppTranslocation directory but nothing exists below that. I started 1.4.0 and got to the main screen but still no directories below:

```
/private/var/folders/_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation % 24 ls -la
total 0
drwxr-xr-x  2 DJC  staff   68 28 Apr 06:58 ./
drwx-----@ 48 DJC  staff 1632 28 Apr 06:42 ../
/private/var/folders/_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation % 25
```

#### #4 - 06/22/2018 11:59 PM - jcreighton

- File *Player.log* added

- Version changed from 1.4.3 to 1.4.4

Changed version from 1.4.3 to 1.4.4. Problem persists. Stock install. Latest *Player.log* attached.

#### #5 - 06/24/2018 07:29 AM - Million\_Lights

Condensed read/write errors from *Player.log*

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/settings.cfg" is denied.

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.log" is denied.

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/Physics.cfg" is denied.

**DirectoryNotFoundException:** Directory

'/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/GameData/Squad' not found.

**Couldn't open**

/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Plugins/3DConnexionWrapperU5.bundle/Contents/MacOS/3DConnexionWrapperU5

**Referenced from:**

/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Plugins/3DConnexionWrapperU5.bundle/Contents/MacOS/3DConnexionWrapperU5

**Reason: image not found**

**Couldn't open**

/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Plugins/3DConnexionWrapperU5.bundle/Contents/MacOS/3DConnexionWrapperU5

**Referenced from:**

/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Plugins/3DConnexionWrapperU5.bundle/Contents/MacOS/3DConnexionWrapperU5

**Reason: image not found**

The game is unable to access, read and write its files  
looks like an issue on your systems end rather than a KSP bug

#### #6 - 06/24/2018 09:04 PM - jcreighton

- File *path\_walk.txt* added

- File *1.3.1-Player.log* added

Million\_Lights wrote:

Condensed read/write errors from *Player.log*

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/settings.cfg" is denied.

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.log" is denied.

**UnauthorizedAccessException:** Access to the path

"/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/Physics.cfg" is denied.

**DirectoryNotFoundException:** Directory

'/private/var/folders/\_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/GameData/Squad' not found.

In all of the above cases: why is KSP trying to access files in a directory outside of the application's installation location?

```

/Applications/Games/KSP_1.4.3 % ll
total 984
drwxrwxr-x@ 5 staff  170 28 Apr 07:37 GameData/
drwxrwxr-x@ 2 staff   68 19 Jun 2017 Internals/
drwxrwxr-x@ 3 staff  102 19 Jun 2017 KSP.app/
drwxrwxr-x@ 3 staff  102 19 Jun 2017 Launcher.app/
-rwxrwxr-x@ 1 staff 12811 26 Apr 23:06 LegalNotice.txt*
-rwxrwxr-x@ 1 staff 140633 26 Apr 23:06 PartDatabase.cfg*
drwxrwxr-x@ 2 staff   68 19 Jun 2017 Parts/
-rwxrwxr-x@ 1 staff 21792 26 Apr 23:06 Physics.cfg*
drwxrwxr-x@ 2 staff   68 19 Jun 2017 Resources/
drwxrwxr-x@ 5 staff  170 19 Jun 2017 Ships/
-rwxrwxr-x@ 1 staff   78 26 Apr 23:06 buildID.txt*
-rwxrwxr-x@ 1 staff 312690 26 Apr 23:06 readme.txt*
drwxrwxr-x@ 4 staff  136 19 Jun 2017 saves/
drwxrwxr-x@ 2 staff   68 19 Jun 2017 sounds/

```

The game is unable to access,read and write its files looks like an issue on your systems end rather than a KSP bug

Attached is a path walkthrough as the user logged into the machine. This user is administrator. There is nothing below AppTranslocation and an attempt to write there succeeds. I tried using a symlink that would resolve the path issues but the directory name below AppTranslocation seems to change at each launch of KSP. If KSP wants to create a symlink there, nothing should be preventing it.

But that's not what KSP did in the past. Compare the first error in the 1.4.4 player log:

Begin MonoManager ReloadAssembly  
Platform assembly:

```

/private/var/folders/_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Resources/Data/Managed/UnityEngine.dll (this message is harmless)
Loading
/private/var/folders/_l/9jvssvyn549d8n687lht7kwh0000gn/T/AppTranslocation/34155DBC-9F9C-434D-BE9E-C9C66EB3F14C/d/KSP.app/Contents/Resources/Data/Managed/UnityEngine.dll into Unity Child Domain

```

with the same moment from the 1.3.1 player log:

Begin MonoManager ReloadAssembly  
Platform assembly:

```

/Applications/Games/KSP_1.3.1/KSP.app/Contents/Resources/Data/Managed/UnityEngine.dll (this message is harmless)
Loading /Applications/Games/KSP_1.3.1/KSP.app/Contents/Resources/Data/Managed/UnityEngine.dll into Unity Child Domain

```

The problem persists.

**#7 - 07/01/2018 04:01 PM - jcreighton**

- File *Installer-Player.log* added
- File *ZIP-Player.log* added

I've found that launching KSP from the ZIP package for OSX is responsible for this issue but it does not explain the root cause. Launching KSP 1.4.4 from the Installer package lets me get to the main splash screen. Attached are two Player.log files representing that. It is reproducible each time I launch from the ZIP package.

**#8 - 07/28/2018 04:09 PM - jcreighton**

- File *Player-1.4.5.log* added
- Version changed from 1.4.4 to 1.4.5

Problem persists with 1.4.5 ZIP file. KSP is loading from the wrong path (see note #6 for details of this discovery). Player log attached.

**Files**

Player.log	44.6 KB	03/30/2018	jcreighton
Player.log	44.7 KB	04/28/2018	jcreighton
Player.log	44.3 KB	06/22/2018	jcreighton
path_walk.txt	6.58 KB	06/24/2018	jcreighton

1.3.1-Player.log	1.77 MB	06/24/2018	jcreighton
ZIP-Player.log	44.3 KB	07/01/2018	jcreighton
Installer-Player.log	572 KB	07/01/2018	jcreighton
Player-1.4.5.log	45.1 KB	07/28/2018	jcreighton