

Kerbal Space Program - Bug #18842

game crashes on VAB select

05/08/2018 08:23 PM - konor

Status:	Closed	Start date:	05/08/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

After you change from SPH to VAB game crashes occasionally.

All that is required to reproduce - go to SPH, create something, leave it with name, unsaved, go to VAB, voila, crash.

Might be caused due to abundance of mods. No grudges if you set <will not fix>

History

#1 - 05/08/2018 11:06 PM - jclovis3

- Status changed from New to Need More Info

I am unable to reproduce on Windows. The logs do confirm you are running mods so I would recommend you try without the mods. I noticed you were running DirectX 9. Not sure if this has anything to do with it but it wouldn't hurt to update that either after you've tried without the mods.

#2 - 05/09/2018 01:41 PM - konor

jclovis3 wrote:

I am unable to reproduce on Windows. The logs do confirm you are running mods so I would recommend you try without the mods. I noticed you were running DirectX 9. Not sure if this has anything to do with it but it wouldn't hurt to update that either after you've tried without the mods.

How do i set dx11 ?

I'm presuming the main cause of crash is Galileo Planets Modpack, or whatever it's called, happens if i change launch site from KSC to something else (in general game starts to behave oddly - onHover of buildings/objects doesn't really match the object i'm hovering over).

Do you think maybe iyou should close the ticket & post it to mod creators bug tracker ?

#3 - 05/09/2018 05:05 PM - jclovis3

If you suspect a particular mod, remove it and try again. If that fixes it, report the problem to the developers of that mod. I can't close tickets but that is what I suggest.

#4 - 07/30/2018 05:09 PM - JoESmash

- File error.log added

- File crash.dmp added

konor wrote:

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I believe I may have solved this bug. I have been having VERY frequent crashes when reverting flights back to the VAB, or entering or leaving the VAB in general. I also run the Windows 64bit game and one of the only things in my error log with the crash dump is xinput1_3.dll. I'll attach my error log so you can see mine, it looks just like yours...

What I did was I went into my Windows/System32 folder and scrolled down to the xinput1_3.dll file and I renamed the file xinput1_3_fail.dll (so I could rename it back to the way it was later if I needed to for another game....NEVER delete Windows files)

Then I went into the main Kerbal Space Program folder and went into KSP_x64_Data\Plugins and copied the 32bit version of xinput1_3.dll and

pasted that copy into my Windows\system32 folder. My game never crashes anymore. There is a slightly longer delay when entering the VAB now (like 5 seconds instead of 2), but my game no longer crashes.

Try that and reply here if you have any improvement. If not just delete the xinput1_3.dll copy you put in your windows\system32 file and rename the original back to xinput1_3.dll.

#5 - 07/30/2018 05:11 PM - JoESmash

- File error.log added
- File crash.dmp added

I added the wrong dump and error log.....I have like 20 lol....

#6 - 07/30/2018 05:49 PM - JoESmash

How do i set dx11 ?

You force DX11 by creating a shortcut for KSP_x64.exe. Then you right click on the shortcut and go to properties. At the end of the TARGET file path after the quotes hit space then type -force-d3d11

Then use that shortcut to launch the game. I usually send my shortcuts to the desktop.

Whenever you run mods that mess with textures like the Astronomer packs or Textures unlimited it gives that message about dx9 not being supported by those mods, but that probably isn't causing the crash. I'm willing to bet money that it is xinput1_3.dll based on your error log.

#7 - 07/31/2018 10:51 AM - JoESmash

JoESmash wrote:

konor wrote:

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The reverse of this also might work and is smarter. Delete/rename/move xinput1_3.dll in KSP_x64_data\plugins and replace it with a copy from your Windows\system32 folder.

#8 - 07/29/2019 10:39 PM - chris.fulton

- Status changed from Need More Info to Resolved
- % Done changed from 0 to 100

#9 - 07/29/2019 10:39 PM - chris.fulton

- Status changed from Resolved to Closed

Closed in efforts of database cleanup.

Files

error.log	34.7 KB	05/08/2018	konor
crash.dmp	236 KB	05/08/2018	konor

output_log.txt	3.68 MB	05/08/2018	konor
error.log	26.5 KB	07/30/2018	JoESmash
crash.dmp	634 KB	07/30/2018	JoESmash
error.log	16.8 KB	07/30/2018	JoESmash
crash.dmp	212 KB	07/30/2018	JoESmash