

# Kerbal Space Program - Bug #19163

## Crash when trying to set any Input Axis

06/06/2018 01:53 AM - LordJason

<b>Status:</b>	New	<b>Start date:</b>	06/06/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Input Devices and Settings		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

### Description

As soon as the "<" button is clicked for any axis under the input settings, the game crashes.

If I run from the terminal without steam, this is what it outputs.

Stacktrace:

```
at (wrapper managed-to-native) UnityEngine.Input.GetJoystickNames () <0x0005c>
at (wrapper managed-to-native) UnityEngine.Input.GetJoystickNames () <0x0005c>
at KSP.UI.Screens.Settings.Controls.SettingsInputBinding.SetupAxis () <0x00131>
at KSP.UI.Screens.Settings.Controls.SettingsInputBinding.Start () <0x00233>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x0005e>
```

Native stacktrace:

```
 /mnt/ssd/Steam/steamapps/common/Kerbal Space Program/KSP_Data/Mono/x86_64/libmono.so (+0x92406) [0x7f2f1a44b406]
 /usr/lib/libpthread.so.0 (+0x11a7f) [0x7f2f223b7a7f]
 /usr/lib/libc.so.6 (gsignal+0x10b) [0x7f2f214e286b]
 /usr/lib/libc.so.6 (abort+0x128) [0x7f2f214cd40d]
 ./KSP.x86_64 () [0xa3e36b]
 /mnt/ssd/Steam/steamapps/common/Kerbal Space Program/KSP_Data/Mono/x86_64/libmono.so (+0xd153a) [0x7f2f1a48a53a]
 /mnt/ssd/Steam/steamapps/common/Kerbal Space Program/KSP_Data/Mono/x86_64/libmono.so (+0x350bd) [0x7f2f1a3ee0bd]
 /usr/lib/libpthread.so.0 (+0x11a7f) [0x7f2f223b7a7f]
 /usr/lib/libc.so.6 (+0x15a661) [0x7f2f21606661]
 ./KSP.x86_64 () [0x1313fbb]
 ./KSP.x86_64 () [0xae80bd]
 [0x407f68db]
```

Debug info from gdb:

```
I refuse to debug myself!
No threads.
```

```
=====
Got a SIGABRT while executing native code. This usually indicates
a fatal error in the mono runtime or one of the native libraries
used by your application.
=====
```

Aborted (core dumped)

Both 32 and 64bit do the same thing here.

The lines of the player.log after the button is clicked.

```
Receiving unhandled NULL exception
#0 0x007fff16094300 in funlockfile
#1 0x007fff160948a8 in __strlen_avx2
#2 0x007fff160948b0 in std::map<core::basic_string<char, core::StringStorageDefault<char> >, core::basic_string<char, core::StringStorageDefault<char> >, std::less<core::basic_string<char, core::StringStorageDefault<char> > >, std::allocator<std::pair<core::basic_string<char, core::StringStorageDefault<char> > > > >::~map() >
#3 0x007fff16094960 in std::vector<core::basic_string<char, core::StringStorageDefault<char> >, std::allocator<core::basic_string<char, core::StringStorageDefault<char> > > >::~~vector()
#4 0x007fff16094a10 in (Unknown)
```

## History

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### #1 - 06/06/2018 02:00 AM - LordJason

There may be references to module manager in the uploaded Player.log I forgot to remove that for this run. But this issue happens on a 100% stock fresh steam download.

### #2 - 06/06/2018 02:53 AM - LordJason

No crash when steam is not running and the virtual xbox controllers steam creates are not present. But of course, KSP does not see my joysticks.

## Files

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Player.log	715 KB	06/06/2018	LordJason
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