

Kerbal Space Program - Bug #19470

The data_x64_KSP/plugins folder installs with a 32bit version of xinput1_3.dll

08/02/2018 03:34 AM - JoESmash

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|------------------------|-------------|---------------------|--------------|
| Status: | New | Start date: | 08/02/2018 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Bug Tracker | | |
| Target version: | | | |
| Version: | 1.4.3 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

Many crashes and instability with the 64bit version of KSP are probably because the game installs itself with a 32bit version of xinput1_3.dll in the 64bit folder

History

#1 - 08/02/2018 03:35 AM - JoESmash

Copying my 64bit xinput1_3.dll from my Windows system32 folder into the KSP_x64_data/plugins folder and deleting the 32bit version already there makes the game much more stable and prevents crashing

#2 - 10/21/2018 10:19 PM - swjr-swis

- Platform Linux added

Going out on a limb here, but might this be happening on Linux as well? And could this be causing joysticks failing to work for some people on that platform?

Adding Linux platform for now, in the hopes that this may be a very simple solution to a long-standing issue for Linux users.

#3 - 12/31/2018 08:39 AM - steve_v

- Platform deleted (Linux)

Repeat after me: GNU/Linux does not use xinput.dll, GNU/Linux uses SDL, SDL is not xinput.dll, xinput.dll is for Windows.

This bug has nothing to do with Unity's bugging of GNU/Linux input support. Unity's bugging of GNU/Linux input support is because they are doing it wrong.