

## Kerbal Space Program - Bug #23909

### The game doesn't save settings at all.

10/16/2019 11:56 PM - dok\_377

<b>Status:</b>	Closed	<b>Start date:</b>	10/16/2019
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	just_jim		
<b>Category:</b>	Application		
<b>Target version:</b>	1.8.1		
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US), Français (French)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

When you restart the game, it just resets all the settings to defaults. It almost looks like it completely ignores the settings file and overwrites it everytime you start the game.

Steps to reproduce:

1. Download the game from scratch.
2. Launch it and observe how it launches. It should launch in windowed mode with music in the main menu.
3. Go to settings and reconfigure the game. Set it to fullscreen, set the resolution, set the music volume to 0. Hit apply and accept.
4. Quit the game and launch it again.

It launches in fullscreen as it should. But then...

Music starts to play again! Now you are wondering what is going on and go to the settings again.

5. Set the volume of the music to 0 AGAIN. Hit apply.

And now the game is in windowed mode again and almost all the settings are reset to default.

#### History

##### #1 - 10/16/2019 11:58 PM - dok\_377

- Description updated

##### #2 - 10/17/2019 12:03 AM - dok\_377

- Description updated

##### #4 - 10/17/2019 12:42 AM - dok\_377

- File KSP.log added
- File Player.log added
- File KSP.log added
- File Player.log added

Here are the log files.

##### #5 - 10/17/2019 12:53 AM - dok\_377

I configured the game during the first log recording. During the second log recording I just launched the game, went to the settings menu and pressed apply button. The game then immediately went into the windowed mode and all the settings were set to default again.

##### #6 - 10/17/2019 12:57 AM - dok\_377

- File settings.cfg added

##### #7 - 10/17/2019 01:38 AM - Vandest

- Expansion Breaking Ground, Making History added

- Language Français (French) added
- Language deleted (English (US))

Same for me and my friend. Game resetting settings after restart the game even if I set the settings.cfg file to "read only"(after saving my new settings, to keep them). So the game don't read this file, and restart with the default settings. That's all for now, this is need more investigation.

**#8 - 10/17/2019 12:58 PM - dienteclaro**

- Language English (US) added

Switched the game to English and still have the issue.

**#9 - 10/17/2019 04:46 PM - nestor**

We are already working on a fix but in the meantime the work around for this issue is changing your Regional Format to English (US).

**#10 - 10/17/2019 04:46 PM - nestor**

- Status changed from New to Confirmed
- % Done changed from 0 to 10

**#11 - 10/17/2019 04:46 PM - nestor**

- Severity changed from Low to Normal

**#12 - 10/17/2019 05:36 PM - dienteclaro**

Thanks, changing region will do it for now ! Good luck on your next fixes.

**#13 - 10/19/2019 07:58 AM - IbanLoL**

nestor wrote:

We are already working on a fix but in the meantime the work around for this issue is changing your Regional Format to English (US).

One additional information: changing regional format is not working for me. I even tried to revert windows back to a previous build, and also to test the game on a fresh install, still not working. Also, it's not just settings that are reset. The game seems to start for the first time everytime. Unity Analytics windows pops up at launch everytime, big vessels time warp warning pops up in flight for every new instance of the game launched, even if you clicked "don't show again" previously.

If you need any kind of log or info from my setup (if it helps), feel free to ask.

In the meantime, as I don't change too many of the settings, I just re-set them after every game launch...

**#14 - 10/21/2019 08:21 PM - just\_jim**

- Assignee set to just\_jim

**#15 - 10/27/2019 10:04 PM - vrampal**

Looks like the following issues are related:

- <https://bugs.kerbalspaceprogram.com/issues/23909>
- <https://bugs.kerbalspaceprogram.com/issues/24035>

Settings saved in US locale but loaded in system locale.

**#16 - 10/30/2019 10:08 AM - dok\_377**

This bug is fixed in 1.8.1.

**#17 - 10/31/2019 08:55 PM - just\_jim**

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

**#18 - 10/31/2019 08:56 PM - just\_jim**

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.8.1

- % Done changed from 30 to 80

This is ready to test

**#19 - 10/31/2019 09:03 PM - dienteclaro**

The game settings now seems to launch properly with my default region format on windows, thanks !

**#20 - 10/31/2019 11:23 PM - dok\_377**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

**#21 - 11/01/2019 06:33 PM - chris.fulton**

- Status changed from Resolved to Closed

**Files**

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KSP.log	483 KB	10/17/2019	dok_377
Player.log	914 KB	10/17/2019	dok_377
KSP.log	393 KB	10/17/2019	dok_377
Player.log	736 KB	10/17/2019	dok_377
settings.cfg	35.1 KB	10/17/2019	dok_377