

Kerbal Space Program - Bug #23977

Game freezes on surface EVA

10/19/2019 01:16 AM - ddavis425

Status:	Resolved	Start date:	10/19/2019
Severity:	High	% Done:	100%
Assignee:	Robert.Keech		
Category:	Bug Tracker		
Target version:	1.9.0		
Version:	1.8.0	Language:	Deutsch (German), English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Several seconds after exiting the craft, usually just before touching the ground while on EVA, the game freezes. Game audio still continues but nothing changes on the screen and the game must be forced to close. This happens almost every time on EVA on both modded and unmodded installs.

History

#1 - 10/21/2019 01:48 PM - Robert.Keech

- Status changed from New to Need More Info

Need some more info about this, what planet/moon are you landing on and what are your graphic settings. Also can you provide a save where you are orbiting the affected planet/moon where the freezing is occurring.

#2 - 10/21/2019 03:26 PM - ddavis425

- File *persistent.sfs* added

- File *settings.cfg* added

- File *Player.log* added

Robert.Keech wrote:

Need some more info about this, what planet/moon are you landing on and what are your graphic settings. Also can you provide a save where you are orbiting the affected planet/moon where the freezing is occurring.

I've made a stock vessel named Lander 1 and landed it on the surface of the Mun for testing purposes. This bug happens on all planetary bodies I have tried so far, Mun, Minmus, and Duna. When I first started having this bug happen I reinstalled the game but kept my save file and mods and the issue went away for a while. Before I had been having the issue on Mun and Minmus. I later went to Duna for the first time and the issue came back again. This leads me to believe that it is most likely an issue with the stock game. However, because it is something that was fixed with a reinstall and only started occurring again a while later I believe that this would be difficult to reproduce even with the save file and settings. When I look at the player log file at the time of the freeze there are a lot of Unity errors relating to rendering textures, specifically "error 0x887a0005".

I am including the save file, settings file, and relevant logs. To reproduce, load the ship "Lander 1" and perform a surface EVA. Try to touch down on the surface, if the freeze doesn't occur then use the jetpack to fly around a little while and land again. The freeze usually occurs just before or after touching the ground. As I stated this may be difficult to reproduce since it took a while after a fresh install for the bug to start happening again.

#3 - 10/22/2019 03:33 PM - Robert.Keech

- Assignee set to Robert.Keech

#4 - 10/22/2019 03:40 PM - Robert.Keech

Thanks for info, one last question, if you don't mind me asking what gpu are you using? AMD or NVidia?

#5 - 10/22/2019 03:50 PM - ddavis425

I'm running an AMD Radeon RX 480 with an Intel i5-7600K. Since updating this report I reinstalled the game again and later encountered the bug when landing on Ike for the first time.

#7 - 10/23/2019 05:39 PM - Robert.Keech

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

#8 - 10/23/2019 05:39 PM - Robert.Keech

- Severity changed from Low to High

#9 - 10/23/2019 06:26 PM - ddavis425

After messing with some settings I found that changing Render Quality from Fantastic down to Beautiful or Good seems to lessen the problem or even make it go away completely.

#10 - 11/04/2019 08:40 AM - cbase

- Language Deutsch (German) added

Actually for me changing the render quality did not improve things, but turning down the new texture shader from high to medium.

GPU: AMD R9 390

Prev Player.log has 100s of entries before shutdown like:

d3d11: failed to create buffer (target 0x2 mode 0 size 108) [0x887A0005]

d3d11: failed to create buffer (target 0x1 mode 0 size 864) [0x887A0005]

d3d11: failed to create buffer (target 0x2 mode 0 size 108) [0x887A0005]

d3d11: failed to create buffer (target 0x1 mode 0 size 672) [0x887A0005]

d3d11: failed to create buffer (target 0x2 mode 0 size 84) [0x887A0005]

dxdiag info about display system:

Display Devices

Card name: AMD Radeon (TM) R9 390 Series

Manufacturer: Advanced Micro Devices, Inc.

Chip type: AMD Radeon Graphics Processor (0x67B1)

DAC type: Internal DAC

Device Type: Full Device (POST)

Device Key: Enum\PCI\VEN_1002&DEV_67B1&SUBSYS_04ED1043&REV_80

Device Status: 0180200A [DN_DRIVER_LOADED|DN_STARTED|DN_DISABLEABLE|DN_NT_ENUMERATOR|DN_NT_DRIVER]

Device Problem Code: No Problem

Driver Problem Code: Unknown

Display Memory: 12213 MB

Dedicated Memory: 8168 MB

Shared Memory: 4044 MB

Current Mode: 3440 x 1440 (32 bit) (50Hz)

HDR Support: Not Supported

Display Topology: Internal

Display Color Space: DXGI_COLOR_SPACE_RGB_FULL_G22_NONE_P709

Color Primaries: Red(0.651367,0.332031), Green(0.306641,0.630859), Blue(0.150391,0.059570), White Point(0.313477,0.329102)

Display Luminance: Min Luminance = 0.500000, Max Luminance = 270.000000, MaxFullFrameLuminance = 270.000000

Monitor Name: Generic PnP Monitor

Monitor Model: LG ULTRAWIDE

Monitor Id: GSM76E3

Native Mode: 3440 x 1440(p) (49.987Hz)

Output Type: HDMI

Monitor Capabilities: HDR Not Supported

Display Pixel Format: DISPLAYCONFIG_PIXELFORMAT_32BPP

Advanced Color: Not Supported

Driver Name:

C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\aticfx64.dll,C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\aticfx64.dll,C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\aticfx64.dll,C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdxc64.dll

Driver File Version: 26.20.12001.7006 (English)

Driver Version: 26.20.12001.7006

DDI Version: 12

Feature Levels: 12_0,11_1,11_0,10_1,10_0,9_3,9_2,9_1

Driver Model: WDDM 2.6

Graphics Preemption: DMA

Compute Preemption: DMA

Miracast: Not Supported by Graphics driver

Detachable GPU: No

Hybrid Graphics GPU: Not Supported

Power P-states: Not Supported

Virtualization: Paravirtualization
Block List: No Blocks
Catalog Attributes: Universal:False Declarative:False
Driver Attributes: Final Retail
Driver Date/Size: 12.06.2019 01:00:00, 1975224 bytes
WHQL Logo'd: Yes
WHQL Date Stamp: Unknown
Device Identifier: {D7B71EE2-24F1-11CF-AD68-0C0A3BC2D735}
Vendor ID: 0x1002
Device ID: 0x67B1
SubSys ID: 0x04ED1043
Revision ID: 0x0080
Driver Strong Name: oem22.inf:cb0ae4141cbcdede:ati2mtag_HawaiiDS:26.20.12001.7006:pci\ven_1002&dev_67b1&rev_80
Rank Of Driver: 00D12000
Video Accel: Unknown
DXVA2 Modes: DXVA2_ModeMPEG2_VLD DXVA2_ModeMPEG2_IDCT DXVA2_ModeH264_VLD_NoFGT
DXVA2_ModeH264_VLD_Stereo_Progressive_NoFGT DXVA2_ModeH264_VLD_Stereo_NoFGT DXVA2_ModeVC1_VLD
DXVA2_ModeMPEG4pt2_VLD_AdvSimple_NoGMC DXVA2_ModeVC1_IDCT DXVA2_ModeWMV9_IDCT
Deinterlace Caps: n/a
D3D9 Overlay: Not Supported
DXVA-HD: Not Supported
DDraw Status: Enabled
D3D Status: Enabled
AGP Status: Enabled
MPO MaxPlanes: 1
MPO Caps: Not Supported
MPO Stretch: Not Supported
MPO Media Hints: Not Supported
MPO Formats: Not Supported
PanelFitter Caps: Not Supported
PanelFitter Stretch: Not Supported

Name: AMD Radeon (TM) R9 390 Series

Device ID: PCI\VEN_1002&DEV_67B1&SUBSYS_04ED1043&REV_80\4&14E8F4CB&0&0010

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiesrxx.exe, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 507512 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atio6axx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:36, 43415456 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atioglxx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:38, 35402144 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atidxx32.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:56, 14981784 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atidxx64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:56, 17815096 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ATIODCLI.exe, 26.20.12001.7006 (English), 6/17/2019 12:04:36, 76704 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ATIODE.exe, 26.20.12001.7006 (English), 6/17/2019 12:04:38, 358304 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atig6pxx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 169592 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atig6txx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 238712 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atigktxx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 211088 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiglpxx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:32, 145016 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiu9p64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:58, 201424 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiu9pag.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:58, 165608 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiuxp64.dll, 26.20.12001.7006 (English), 6/17/2019 15:04:00, 219128 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiuxpag.dll, 26.20.12001.7006 (English), 6/17/2019 15:04:02, 184800 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\coinst_19.20.dll, 1.00.0005.0009 (English), 6/17/2019 12:04:44, 1588640 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\aticfx32.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:54, 1611544 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\aticfx64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:56, 1975224 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdocl.dll, 10.00.2841.0019 (English), 6/17/2019 12:04:20, 47278200 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdocl64.dll, 10.00.2841.0019 (English), 6/17/2019 12:04:22, 57463416 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdhd132

.dll, 6/17/2019 15:03:50, 339256 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdhd164.dll, 6/17/2019 15:03:50, 423440 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdmantle32.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:16, 23188600 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdmantle64.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:16, 27254392 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativce03.dat, 12/4/2018 19:53:40, 160768 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_vi.dat, 2/12/2019 18:48:58, 325188 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_vi_nd.dat, 2/12/2019 18:49:18, 324928 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_cz_nd.dat, 2/12/2019 09:39:44, 272544 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amde31a.dat, 12/4/2018 20:40:26, 159072 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_FJ.dat, 2/12/2019 18:51:22, 268116 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_FJ_nd.dat, 2/12/2019 18:51:38, 267856 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdxc32.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:52, 18704640 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdxc64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:54, 2165928 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdocl12.cl.dll, 0.08.0000.0000 (English), 6/17/2019 12:04:20, 22031480 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdocl12.cl64.dll, 0.08.0000.0000 (English), 6/17/2019 12:04:20, 27352184 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdicdxx.dat, 4/15/2019 09:46:20, 1060939 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiicdxx.dat, 11/6/2014 11:53:26, 737410 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_el_nd.dat, 3/29/2019 20:55:28, 375328 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdvlk32.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:22, 14882936 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdvlk64.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:22, 17145976 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amd-vulk-an32.json, 5/18/2019 02:47:12, 703 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amd-vulk-an64.json, 5/18/2019 02:46:58, 703 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amde34a.dat, 2/25/2019 23:14:58, 166624 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_stn_nd.dat, 2/12/2019 08:51:12, 278176 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amde34b.dat, 2/25/2019 23:15:08, 166624 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amduve32.dll, 17.00.0006.0000 (English), 6/17/2019 15:03:52, 148632 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amduve64.dll, 17.00.0006.0000 (English), 6/17/2019 15:03:52, 173112 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdmmcl.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:18, 126584 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdmmcl6.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:18, 148600 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiumd64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:58, 13451872 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiumd6a.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:58, 13656144 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiumdag.dll, 26.20.12001.7006 (English), 6/17/2019 15:04:00, 10818552 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atiumdva.dll, 26.20.12001.7006 (English), 6/17/2019 15:04:00, 12981784 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativce02.dat, 12/4/2018 19:52:00, 100832 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_cik.dat, 2/12/2019 18:47:04, 234676 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_cik_nd.dat, 2/12/2019 18:47:16, 234416 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_gl_nd.dat, 3/29/2019 20:55:32, 378784 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amde40a.dat, 3/21/2019 21:34:36, 173344 bytes

Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_rv.dat, 5/29/2019 22:01:10, 354624 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdave32.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:48, 118872 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdave64.dll, 26.20.12001.7006 (English), 6/17/2019 15:03:48, 134472 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_vg20.dat, 9/13/2018 17:33:42, 379200 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_vg20_nd.dat, 3/29/2019 20:56:58, 381344 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\amdefctb.dat, 3/27/2018 16:56:50, 281096 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atikmdag.sys, 26.20.12001.7006 (English), 6/17/2019 12:04:32, 55251360 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\atikmpag.sys, 26.20.12001.7006 (English), 6/17/2019 12:04:34, 593824 bytes
Driver: C:\WINDOWS\System32\DriverStore\FileRepository\c0343557.inf_amd64_9d3e5e0309b624cc\B343462\ativvaxy_nv.dat, 3/29/2019 20:12:04, 449696 bytes
Driver: C:\WINDOWS\system32\atieclxx.exe, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 760432 bytes
Driver: C:\WINDOWS\system32\atidemgy.dll, 4.05.7102.16876 (German), 6/17/2019 12:04:28, 468088 bytes
Driver: C:\WINDOWS\system32\ati2erec.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:26, 69776 bytes
Driver: C:\WINDOWS\system32\atig6txx.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:30, 238712 bytes
Driver: C:\WINDOWS\system32\atiapfxx.blb, 6/12/2019 15:20:54, 917888 bytes
Driver: C:\WINDOWS\system32\OpenCL.dll, 2.02.0001.0000 (English), 6/17/2019 12:04:24, 134264 bytes
Driver: C:\WINDOWS\system32\clinfo.exe, 6/17/2019 12:04:42, 348064 bytes
Driver: C:\WINDOWS\system32\kapp_ci.sbin, 5/17/2019 21:23:42, 125488 bytes
Driver: C:\WINDOWS\system32\kapp_si.sbin, 1/11/2019 23:27:32, 121168 bytes
Driver: C:\WINDOWS\system32\samu_krnl_ci.sbin, 9/2/2016 16:24:22, 154384 bytes
Driver: C:\WINDOWS\system32\samu_krnl_isv_ci.sbin, 12/12/2013 14:53:56, 138832 bytes
Driver: C:\WINDOWS\system32\mantle64.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:52, 183200 bytes
Driver: C:\WINDOWS\system32\mantleaxl64.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:54, 162208 bytes
Driver: C:\WINDOWS\system32\amdgfxinfo64.dll, 6/17/2019 12:04:12, 472184 bytes
Driver: C:\WINDOWS\system32\atieah64.exe, 6/17/2019 12:04:28, 439416 bytes
Driver: C:\WINDOWS\system32\detoured.dll, 26.20.12001.7006 (English), 6/17/2019 12:04:46, 19200 bytes
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tes
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ytes
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#11 - 11/06/2019 06:08 AM - Anth12

Try turning off AA completely....

#12 - 11/07/2019 03:04 AM - Nerdsie

I've experienced this problem. RX 5700 XT, i7-9700K
Most of the time not only does my game crash but my GPU does as well.
I also switched out my GPU and experienced the same crash on my old GTX 670

Here's a pastebin of my "All Information" output (Lots of KSP_x64.exe error signatures at the bottom)
[[<https://pastebin.com/x9WtRg6z>]]

Turning off AA didn't help

Setting "Texture Shader" to medium has (so far) fixed the issue.

I had something that was causing the crash fairly consistently (>50% of the time) and I just did it 15+ times with no crashes since making this change.

#13 - 12/16/2019 10:03 PM - Robert.Keech

Heads up everyone, update your amd drivers to the latest version 19.12.2
From our tests here it's fixed the issue for us
Hopefully this fixes it for everyone that's affected by this bug

#14 - 12/31/2019 07:13 PM - bigbcor

- File minmussurface.jpg added
- Platform OSX added

Not sure if this has been mentioned already but this issue appears to also effect OS X. I am running KSP on the following:

iMac 18,3 27inch 2017
OS X Catalina 10.15.2
AMD Radeon Pro 580

I can also confirm that adjusting the shader settings to medium does appear to resolve the issue of it freezing on surface EVA however, medium
shader setting sometimes causes textures to stretch from certain altitudes. I have attached a picture.
OSX is unable to update to any later AMD drivers as they are built in so I am unable to see if that resolves the issue when having shader settings set

to high.

#15 - 01/01/2020 12:48 PM - jws

- Platform deleted (OSX)
- Language deleted (Deutsch (German))

#16 - 01/01/2020 12:49 PM - jws

- Platform OSX added
- Language Deutsch (German) added

After updating from 1.7.3, I encountered the same issue.

I'm on Windows 10 using Ryzen1700, 32gb ram, GTX-1080TI with 1440p monitor.
Core game with all DLCs, heavily modded.

For me, it was the moment of re-entering the kerbin atmosphere when the freezing occurred.
Setting the terrain shader quality to medium did work partially, as it prolonged the game to continue until the ship reached the lower atmosphere.
Then it crashed again.

Although the screen froze, the game itself was still responding to key inputs judging from the obvious RCS sounds.

One way to avoid the issue is forcing d3d12. It deteriorates the frame rates, but keeps the game going. My ship finally made it to the ground using the method.

#17 - 02/15/2020 04:58 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#18 - 02/16/2020 10:48 AM - ddavis425

Doing the same things as I did in 1.8, I am having no issues so far in 1.9. Seems fixed for me.

#19 - 02/21/2020 04:22 AM - SovereignCosmonaut

victorr wrote:

We have made changes in this last release and would like your feedback please.

Still have the same issue as before. I test on a clean install on my Intel, no issues. Test on a AMD FX-8350 4 cores/8 threads and it reliably freezes several minutes after loading the ground station view no matter what I do. Both GPUs are NVIDIA. The one that freezes is a GTX 660 and the one that is running on my Intel i7 is a RTX 2060.

#20 - 02/21/2020 03:51 PM - Robert.Keech

SovereignCosmonaut wrote:

victorr wrote:

We have made changes in this last release and would like your feedback please.

Still have the same issue as before. I test on a clean install on my Intel, no issues. Test on a AMD FX-8350 4 cores/8 threads and it reliably freezes several minutes after loading the ground station view no matter what I do. Both GPUs are NVIDIA. The one that freezes is a GTX 660 and the one that is running on my Intel i7 is a RTX 2060.

Please attach your affected save

#21 - 02/21/2020 08:39 PM - SovereignCosmonaut

Robert.Keech wrote:

SovereignCosmonaut wrote:

victorr wrote:

We have made changes in this last release and would like your feedback please.

Still have the same issue as before. I test on a clean install on my Intel, no issues. Test on a AMD FX-8350 4 cores/8 threads and it reliably freezes several minutes after loading the ground station view no matter what I do. Both GPUs are NVIDIA. The one that freezes is a GTX 660 and the one that is running on my Intel i7 is a RTX 2060.

Please attach your affected save

What save are you looking for? Like my actual game campaign save file? Or are you looking for a log of some kind? I wanted to also inform that decreasing either texture or terrain details to medium seems to have allowed me to play for a longer amount of time. I have to further test it but can confirm before changing the graphics settings it was predictably crashing on a new career mode save with custom difficulty.

#22 - 02/26/2020 05:25 PM - SovereignCosmonaut

SovereignCosmonaut wrote:

Robert.Keech wrote:

SovereignCosmonaut wrote:

victorr wrote:

We have made changes in this last release and would like your feedback please.

Still have the same issue as before. I test on a clean install on my Intel, no issues. Test on a AMD FX-8350 4 cores/8 threads and it reliably freezes several minutes after loading the ground station view no matter what I do. Both GPUs are NVIDIA. The one that freezes is a GTX 660 and the one that is running on my Intel i7 is a RTX 2060.

Please attach your affected save

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I only gained a few minutes of game time before it crashed again. I guess this isn't a priority or something. There are a lot of AMD users out there, I'd think this would be top priority considering the game is in a unplayable state, worse than I've ever seen it since the game was launched and even worse than when it was Beta.

#23 - 02/27/2020 12:49 PM - Robert.Keech

SovereignCosmonaut wrote:

Robert.Keech wrote:

SovereignCosmonaut wrote:

victorr wrote:

We have made changes in this last release and would like your feedback please.

Still have the same issue as before. I test on a clean install on my Intel, no issues. Test on a AMD FX-8350 4 cores/8 threads and it reliably freezes several minutes after loading the ground station view no matter what I do. Both GPUs are NVIDIA. The one that freezes is a GTX 660 and the one that is running on my Intel i7 is a RTX 2060.

Please attach your affected save

What save are you looking for? Like my actual game campaign save file? Or are you looking for a log of some kind? I wanted to also inform that decreasing either texture or terrain details to medium seems to have allowed me to play for a longer amount of time. I have to further test it but can confirm before changing the graphics settings it was predictably crashing on a new career mode save with custom difficulty.

Your actual game save file on the affected cb or at the kerbal space centre with a kerbal on the affected cb.
Question, have you updated to the latest amd drivers?

#24 - 02/27/2020 10:17 PM - SovereignCosmonaut

- File persistent (2020_02_19_00_21_35).sfs added

- File persistent.sfs added

- File KSP.log added

- File debug.log added

Hope this helps. Let me know if you need anything.

#25 - 02/29/2020 08:09 PM - cbase

updated to most recent KSP version and changed shader quality back to ultra: No problem even after several minutes on EVA with switching between multiple Kerbals. Seems to work for me.

#26 - 03/01/2020 12:28 AM - SovereignCosmonaut

- File debug.log added

- File KSP.log added

- File settings.cfg added

- File persistent.loadmeta added

- File persistent.sfs added

cbase wrote:

updated to most recent KSP version and changed shader quality back to ultra: No problem even after several minutes on EVA with switching between multiple Kerbals. Seems to work for me.

I was able to play for much longer this time around but it froze when crash landing in water. I could hear the water splashing but not able to see it as it was frozen by then.

#27 - 06/13/2020 08:37 AM - Ruedii

I read in the Mesa release notes that this has been isolated on Mesa and partially fixed in the latest revision. Their current fix is just a catch and reset for the halt behavior that the bug triggers. It's more a workaround than a fix.

This sounds like the same bug, but I am not certain. (Occurs on Minmus when number of loaded graphical data exceeds a certain point. Deploying a flag is often the thing that breaks the threshold.)

<https://gitlab.freedesktop.org/mesa/mesa/-/issues/2647>

The issue has to do with a GPU bytecode hang that sometimes occurs when a NaN and Infinity are being interpolated. Beyond that I really couldn't grok too much of the bug beyond what triggers it, or to find why NaN and Infinity are occurring in the first place and try to eliminate them from the calculation.

The most common causes of these are various circumstances of numbers being exactly zero. If I recall the salt plains of Minmus are zero altitude exactly and have a perfectly flat quad resulting in a location on said quad that might be a perfect zero in one or more calculations. Of course this might also just be a coincidence.

Since it occurs on Mesa, Mesa gives far more tools for reverse engineering these bugs if you want to look into them. Mesa has extensive tools for debugging available to developers, far more than any other driver platform.

If you can figure out what shader is suspect, you can get a dump of each stage of its compilation, then if necessary step through the process of triggering the halt bug in a replay, followed by a halo test and possibly creating a unit test to isolate it if possible.

I might be able to pull documentation for you, but I think most of this is well beyond my level, and would take longer for me to play catchup than for someone more skilled to fix it.

Removing the sources of the NaN and Infinity are probably your best option to fix it if they are indeed the source of the issue. Instituting catches might be a good second option.

#28 - 06/27/2020 05:50 PM - SovereignCosmonaut

Ruedii wrote:

I read in the Mesa release notes that this has been isolated on Mesa and partially fixed in the latest revision. Their current fix is just a catch and reset for the halt behavior that the bug triggers. It's more a workaround than a fix.

This sounds like the same bug, but I am not certain. (Occurs on Minmus when number of loaded graphical data exceeds a certain point. Deploying a flag is often the thing that breaks the threshold.)

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Removing the sources of the NaN and Infinity are probably your best option to fix it if they are indeed the source of the issue. Instituting catches might be a good second option.

Sadly I haven't gotten a reply in a long time. I'm not sure if these bugs are priority or not. I've taken a break from playing the game and when I do play I can only play on my Intel machine. Maybe they are more concerned with KSP2 at this point. Which makes me wonder what engine they will use for it. Hopefully it will be improved enough to avoid bugs like this. I'll test out the game in the future again when I have the time to bother with it. I will take some time to learn about what engine they are going to use for KSP2 too to see if this is a area where they will improve a lot on. If I recall correctly, Mesa are Linux graphics drivers? So you are also experiencing this on that platform?

#29 - 08/05/2021 03:44 PM - just_jim

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Files

persistent.sfs	1.53 MB	10/21/2019	ddavis425
settings.cfg	35.1 KB	10/21/2019	ddavis425
Player.log	1.45 MB	10/21/2019	ddavis425
minmussurface.jpg	1.65 MB	12/31/2019	bigbcor
persistent (2020_02_19_00_21_35).sfs	89.2 KB	02/27/2020	SovereignCosmonaut
persistent.sfs	105 KB	02/27/2020	SovereignCosmonaut
KSP.log	373 KB	02/27/2020	SovereignCosmonaut
debug.log	134 Bytes	02/27/2020	SovereignCosmonaut
debug.log	134 Bytes	03/01/2020	SovereignCosmonaut
KSP.log	373 KB	03/01/2020	SovereignCosmonaut
settings.cfg	35.4 KB	03/01/2020	SovereignCosmonaut
persistent.loadmeta	393 Bytes	03/01/2020	SovereignCosmonaut
persistent.sfs	105 KB	03/01/2020	SovereignCosmonaut