Kerbal Space Program - Bug #24291

|d3d11: failed to create buffer| Error that crashes the game on entering the editor (nvidia Video Card)

11/03/2019 11:53 PM - Anth12

Status:	New		**Start date:**	11/04/2019
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	1.8.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

KSP 1.8.1 MH + BG (no mods)

On entering the VAB either from KSC screen or from reverting to the VAB I have had this crash to desktop with a unity dialog box pop up.

"d3d11: failed to create buffer" is popping up in the player.log

History

#1 - 11/05/2019 04:16 AM - Anth12

- File error.log added

- File KSP.log added

- File error.log added

- File crash.dmp added

Another crash, adding more files

#2 - 11/06/2019 06:11 AM - Anth12

Havent had a problem since turning of anti aliasing, though will update if it happens again.

Happened more than 5 times yesterday

Video Card: Nvidia 1080 GTX

#3 - 11/06/2019 06:11 AM - Anth12

- Subject changed from |d3d11: failed to create buffer| Error that crashes the game on entering the editor to |d3d11: failed to create buffer| Error that crashes the game on entering the editor (nvidia Video Card)

Files

Player.log	835 KB	11/03/2019		Anth12
Player-prev.log	877 KB	11/03/2019		Anth12
KSP.log	432 KB	11/03/2019		Anth12
settings.cfg	35.1 KB	11/03/2019		Anth12
error.log	58.2 KB	11/05/2019		Anth12
KSP.log	393 KB	11/05/2019		Anth12
error.log	58.2 KB	11/05/2019		Anth12
crash.dmp	1000 KB	11/05/2019		Anth12