

Kerbal Space Program - Bug #24391

DLC Fails to Load With Certain Character Combinations in File Path

11/15/2019 05:38 AM - D_X_Racer_2

Status:	Confirmed	Start date:	11/15/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Application		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Making History		

Description

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The DLC will not load properly if the file path contains spaces and plus signs. Plus signs with no spaces works. Spaces with no plus signs works. Just can't put both into the file path. These combinations worked up to version 1.7.3.

The program gives the following error at the main menu screen:

Expansion Loading Failed

The following expansions failed to load:

D:\KSP Installs\1.8.1+MH+BG\GameData\SquadExpansion\MakingHistory\makinghistory.kspexpansion: Unable to load the Expansion Master Bundle.

D:\KSP Installs\1.8.1+MH+BG\GameData\SquadExpansion\Serenity\serenity.kspexpansion: Unable to load the Expansion Master Bundle.

The parts from the DLCs are viewed to be loading as the parts list scrolls by during the loading phase. The DLC and their version numbers are not on the main menu screen. Mission builder is unavailable. The DLC parts are available in the VAB and spaceplane hanger but the DLC specific functions do not work.

To Replicate:

Install KSP and DLC into a file path similar to first example below and launch KSP normally.

For example:

D:\KSP Installs\1.8.1+MH+BG\ (This path causes error condition. Contains spaces and pluses. This format worked previously in 1.7.3.)

D:\KSP+Installs\1.8.1+MH+BG\ (This path works. No spaces. Only pluses.)

D:\KSP Installs\1.8.1 MH BG\ (This path works. No pluses. Only spaces.)

System specs of systems used for testing:

i7-6700K, 32GB ram, Geforce GTX 1080, Windows 10 1903 64 bit (US Eng localization)

and

HP notebook i5-8250U, 32GB ram, Radeon R7 M340, Windows 10 1903 64 bit (Us Eng localization)

This affects KSP 1.8.0 and 1.8.1 versions from the KSP store and Steam if the Steam library folder contains a plus sign.

The base game works fine regardless of the file path.

History

#1 - 11/15/2019 09:15 AM - Anth12

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I had that problem too.

#2 - 01/02/2021 07:18 PM - jean.renaud@live.ca

- File KSP (Path with +).log added

- File KSP (Path without +).log added

I confirm the issue. This issue also affects assets loading (Audio files, textures) but not all. My first issue was MODS not loading their toolbar icons (some but not all), then i checked the log file and a lot more stuff is affected.

With the Path "C:\Kerbal Space Program\1.9.1 StockPlus+", i get loading issues, but with the path "C:\Kerbal Space Program\1.9.1 StockPlus", it's OK.

I've seen the issue with 1.8.1 and 1.9.1. I did not tested 1.10.1, but i suspect the issue is still there too...

#4 - 06/23/2021 12:02 AM - Entropian

- File With plus KSP.log added

Can confirm this bug is occurring on 1.11.2 with +. It took me ages to find that this was the problem.

Files

KSP (Path with +).log	277 KB	01/02/2021	jean.renaud@live.ca
KSP (Path without +).log	246 KB	01/02/2021	jean.renaud@live.ca
With plus KSP.log	479 KB	06/23/2021	Entropian