Kerbal Space Program - Bug #24906

Cannot attach debugger

02/21/2020 01:18 PM - daumantas.m7@gmail.com

Status:	New		**Start date:**	02/21/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	1.9.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

The debugger can no longer be attached to KSP even though I am using Unity debug binaries `UnityPlayer.dll` and `WinPixEventRuntime.dll` which work fine with KSP 1.8. The `Development Build` watermark is still present, though. According to Rider, `Script Debugging` option is disabled.

Due to this issue, I have to debug code in KSP 1.8.

History

#1 - 02/28/2020 09:52 AM - daumantas.m7@gmail.com

- Version changed from 1.9.0 to 1.9.1

Files

attach.png	17.2 KB	02/21/2020	daumantas.m7@gmail.com
ksp.png	42.5 KB	02/21/2020	daumantas.m7@gmail.com