Kerbal Space Program - Bug #24942

Problem with Mods and Localization?

02/29/2020 12:57 AM - AlffromKerbal

Status:	New	**Start date:**	02/29/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Steam		
Target version:			
Version:	1.8.1	**Language:**	Deutsch (German), English (US)
Platform:	Linux	**Mod Related:**	Yes
Expansion:	Core Game		

Description

I fiddled around with some mods after having some problem with such and versions and encountered to a weird impression:

All mods i had installed, seemed to work after reinstalling KSP and reinstalling the mods after i had issues with a mod on an old KSP installation.
A sandboxtestsave worked fine, but when when trying my major game in career, KSP just shuts down. Even starting a new game, KSP shuts down loading SpaceCenter

After some experimenting, i got all Mod working, my career save is loading, also i could start a new game.

The only known difference was between all tests, that my Steam is normally set in german language, so KSP will install in german, which i don't like, because i started KSP when there wasn't any localization, so i change the setting to english AFTER i have installed it. German is normally standart, because Steam is set to german.

It happens, that Steam is by some unknown issues reset and so it is in english, ehich happend to my last try to reinstall KSP and all mods by CKAN.
So all mods installed on an english version of KSP are working now, even Steam is now set on german again.

My thought would be, that localization might be an issue when installing crosslanguage addons, dunno, if similiar might occur with DLCs, since i don't own one.

I hope my description makes any sense or understanding - hopefully it does and maybe there are other strange bugs, that may be caused by this.

My mods:

AT Utils (AT-Utils v1.9.0)
Community Category Kit (CommunityCategoryKit 5.0.0.0)
Community Resource Pack (CommunityResourcePack 1.3.0.0)
Configurable Containers Core (ConfigurableContainers-Core 2.4.8)
Craft Manager (CraftManager 1.2.0)
Easy Vessel Switch (EVS) (EasyVesselSwitch 2.0)
Firespitter Core (FirespitterCore v7.15)
Global Construction (GroundConstruction 2.6.0)
Global Construction Core (GroundConstruction-Core 2.6.0)
Kerbal Attachment System (KAS 1.5)
Kerbal Inventory System (KIS 1.24)
Konstruction (Konstruction 1.3.0.0)
KXAPI (KXAPI 1.2.0)
Module Manager (ModuleManager 4.1.3)
Tracking Station Evolved (TrackingStationEvolved 5.0)
USI Tools (USITools 1.3.0.0)

History

#1 - 03/09/2020 07:22 PM - AlffromKerbal

After trying to play the game days later, the game shuts down after some time since the loadingstatus bar is at 100% (instead showing the menuscreen). When starting the game without steam, it is not shutting down and i can play the game.

#2 - 03/20/2020 08:42 PM - AlffromKerbal

- Mod Related changed from No to Yes

Since i have new hardware, also Linux Mint 19.3 with Kernel 5.5 and therefore new OS install, everything works just fine with steam again.