Kerbal Space Program - Bug #25691

Freeze/Hung at start-up

07/02/2020 08:47 PM - tbaecker.spam@gmail.com

Status:	New	**Start date:**	07/02/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.10.0	**Language:**	English (US), Français (French), Português-Brazil (Portuguese-Brazil)
Platform:	OSX	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When launched from both Steam or command-line, the application hungs at the very begining of the loading.

This bug occurred with version 1.10. I never had it before (v1.3, 1.4, ..., v1.9.1 always worked).
This bug is systematic. (Thus: I can't play anymore :-( )

Machine is up to date:
macOS Catalina v10.15.5

I am available for further investigations/testing.

Here is the console output when launched from command line, with unusual Stacktrace:

$ ~/temp/Steam-temp/steamapps/common/Kerbal\ Space\ Program/KSP.app/Contents/MacOS/KSP
[S_API FAIL] SteamAPI_Init() failed; no appID found.
Either launch the game from Steam, or put the file steam_appid.txt containing the correct appID in your game folder.

Native stacktrace:

```
0    libmonobdwgc-2.0.dylib             0x0000000113bd5cce mono_handle_native_crash + 242
   1    libmonobdwgc-2.0.dylib             0x0000000113b37145 mono_sigsegv_signal_handler + 220
   2    libsystem_platform.dylib           0x00007fff674005fd _sigtramp + 29
   3    ???                                0x0000000000000000 0x0 + 0
   4    AppleIntelHD5000GraphicsGLDriver   0x00007fff2314a886 glrWriteTextureData + 5153
   5    GLEngine                           0x00007fff37d90e1d glCompressedTexSubImage2D_Exec + 88
0
   6    libGL.dylib                        0x00007fff370b81bf glCompressedTexSubImage2D + 55
   7    UnityPlayer.dylib                  0x000000010e465f22 UnityPlayer.dylib + 4706082
   8    UnityPlayer.dylib                  0x000000010e45ab34 UnityPlayer.dylib + 4660020
   9    UnityPlayer.dylib                  0x000000010e45004a UnityPlayer.dylib + 4616266
  10    UnityPlayer.dylib                  0x000000010e44fd27 UnityPlayer.dylib + 4615463
  11    UnityPlayer.dylib                  0x000000010e43b281 UnityPlayer.dylib + 4530817
  12    UnityPlayer.dylib                  0x000000010e441acb UnityPlayer.dylib + 4557515
  13    UnityPlayer.dylib                  0x000000010e4389cc UnityPlayer.dylib + 4520396
  14    UnityPlayer.dylib                  0x000000010e7a5f86 _ZdaPvRKSt9nothrow_t + 3086406
  15    libsystem_pthread.dylib            0x00007fff6740c109 _pthread_start + 148
  16    libsystem_pthread.dylib            0x00007fff67407b8b thread_start + 15
```

Debug info from gdb:

(lldb) command source -s 0 '/tmp/mono-gdb-commands.SDd1iW'
Executing commands in '/tmp/mono-gdb-commands.SDd1iW'.
(lldb) process attach --pid 1589

History

#1 - 07/02/2020 10:34 PM - tbaecker.spam@gmail.com

When freezing, the "Loading..." below stops on
"KerbalAlarmClock_3.13.0.0/GameDate/TriggerTech/Flags/TriggerTechLogo"

=> Solution is to remove/uninstall this Plug-in. For this, remove the 2 folders KerbalAlarmClock_3.13.0.0 and Kerbaltek from
${KerbalSpaceProgram_rootFolder}/GameData

Then the problem does not appear anymore (also KerbalAlarmClock does not launch... bug reported in plugin project as ref.:
https://github.com/TriggerAu/KerbalAlarmClock/issues/242)