

## Kerbal Space Program - Bug #26128

### Define: TLA\_DEBUG\_STACK\_LEAK crashes the game

09/26/2020 02:48 AM - Commodore\_32

<b>Status:</b>	New	<b>Start date:</b>	09/26/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

In KSP versions 1.8.0+ an error appeared, that froze the game to never respond, it happens in scenarios like VAB, SPH and start menu, in 1.10+ it no longer happened in start menu, but it does in other scenarios.

Forum thread: [https://forum.kerbalspaceprogram.com/index.php?topic/191081-tla\\_debug\\_stack\\_leak/](https://forum.kerbalspaceprogram.com/index.php?topic/191081-tla_debug_stack_leak/)

Logs? They are all examined by Lisias, and they are also still available for you guys to take a look at.

Reproduction?

I'm not sure if you can reproduce it, Lisias couldn't but some other people also had the problem, I recommend reading the entire thread for more information.