

Kerbal Space Program - Bug #26404

Game crash on switching back to VAB or SPH leads to crash with "failed to create buffer"

11/02/2020 07:34 PM - AlexALX

Status:	New	Start date:	11/02/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Hi, i have problem with KSP, i getting often crashes when switching back to VAB/SPH (cancel mission). In logs i can see "d3d11: failed to create buffer" etc.

Basically happens with mods very often (like every 3rd visit to VAB), but seems also happens rare without mods as well. Not sure what is causing it. But it seems like its same issue like this <https://bugs.kerbalspaceprogram.com/issues/24291>
Did tried solution to disable anti-aliasing, maybe helps (didn't tested a lot, but didn't got crash as well) but its not really solution and makes everything looks ugly. Also this never happens to me with KSP 1.7.3.

Attaching crash log and dxdiag.

Files

DxDiag.txt	109 KB	11/02/2020	AlexALX
Player-prev.zip	141 KB	11/02/2020	AlexALX