Kerbal Space Program - Bug #26985

Running the game will cause Steam to think some files are corrupt and reacquire them

01/06/2021 10:48 AM - slavic

Status:	New		**Start date:**	01/06/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Steam			
Target version:				
Version:	1.11.0		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:	Core Game			

Description

After any game session, if one runs the Steam file integrity check, Steam will claim that some files (anywhere from two to nine) have been modified and need to be reacquired. This looks like an omission is some kind of manifest file.

Was able to reproduce in 1.11 and later in 1.10.

History

#1 - 01/06/2021 11:39 AM - slavic

It's possible this is intentional, and as such, not a bug. After some research it doens't look like Steam allows for a way of ignoring some runtime/configuration files.

#2 - 01/31/2021 12:53 AM - ElectroLlama

I was able to reproduce this on my computer, also Linux 1.11.1
1) Run "Verify integrity of game files..." in Steam to get a baseline
2) Start KSP
4) Exit KSP
5) Run "Verify integrity of game files..." again. I was notified "25 game files failed to validate."