

## Kerbal Space Program - Bug #305

### Reproducible crash on game-load when game is not focused.

03/07/2013 02:34 PM - Moleculor

<b>Status:</b>	Closed	<b>Start date:</b>	03/07/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.18.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

1. Launch game.
2. Alt-tab away from game to another window before any loading screen appears.
3. Observe crash. Weep silently.

#### History

##### #1 - 03/07/2013 02:38 PM - Moleculor

- Apparently this only occurs when the game is set to run in full-screen.
- It still happens if you allow the Squad logo to appear.
- Letting even the smallest amount of the loading bar with the three screaming Kerbals appear will prevent the issue from occurring if you alt-tab away.

##### #2 - 03/07/2013 02:40 PM - Moleculor

- File *output\_log.txt* added

A second log file, this time of what happens when the Squad logo appears before alt-tabbing away. Just in case you need it.

##### #3 - 03/08/2013 12:25 PM - SinPistones

- File *output\_log.txt* added

- File *output\_log.txt* added

I was able to reproduce this on my end but instead of using alt-tab, I just triggered it by clicking anywhere on my second monitor.

After testing it for a while, it seems the game will consistently crash if it loses focus before the loading bar appears.

##### #4 - 03/15/2013 08:47 AM - SinPistones

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

I've tested it on different windows computers (just in case) and it can indeed be reproduced every single time: Lose focus before the loading bar appears and it crashes.

I'm going ahead and confirming it.

##### #5 - 04/08/2013 09:59 AM - Repstar

- File *output\_log.txt* added

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would like to add 4 occasions where i was running in windowed mode when starting up changed it into full screen and it crashed either my computer auto unfocuses when it changes due to my external screen or this is something new

**#6 - 08/16/2013 11:32 AM - Ted**

- Category set to *Gameplay*
- Version set to *0.18.4*
- Platform *Windows* added

**#7 - 07/27/2015 06:04 PM - Squelch**

- Platform *Win32* added
- Platform *deleted (Windows)*

**#8 - 07/17/2016 09:33 AM - TriggerAu**

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from *10* to *0*

**#9 - 07/25/2016 04:23 AM - Molecular**

- Status changed from *Needs Clarification* to *Resolved*
- % Done changed from *0* to *100*

I don't remember when this was resolved, but it was resolved, at least for me. If anyone else who contributed wants to chime in with anything contrary, they can.

**#10 - 07/25/2016 08:13 AM - TriggerAu**

- Status changed from *Resolved* to *Closed*

Thanks for the update

**Files**

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output_log.txt	194 KB	03/07/2013	Molecular
output_log.txt	182 KB	03/07/2013	Molecular
output_log.txt	193 KB	03/08/2013	SinPistones
output_log.txt	187 KB	03/08/2013	SinPistones
output_log.txt	127 KB	04/08/2013	Repstar
output_log.txt	165 KB	04/08/2013	Repstar
output_log.txt	34.9 KB	04/08/2013	Repstar
output_log.txt	204 KB	04/08/2013	Repstar