

Kerbal Space Program - Feedback #5162

Windows and Linux have different revisions with different behavior (1.0.3.859 vs. 1.0.3.0)

06/23/2015 03:28 PM - wumpus

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Application		
Target version:			
Version:	1.0.3	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description			
KSP Version: 1.0.3.0/1.0.3.859 What Happens: Linux loads 1.0.3.0, Windows loads 1.0.3.859 Mods / Add-Ons: (KER, maybe others. Most mods were obsoleted under Linux with 1.0.3) Steps to Replicate: Start steam, then start KSP. Result: Wildly different behavior of parachutes (and entry/supersonic effects, but that might be driver issues). In the forums a moderator was suggesting a solution that works under Linux for a problem that exists under windows (http://forum.kerbalspaceprogram.com/threads/126293-Career-Mode-Start-Impossible-as-of-1-0-3-drag) Fixes/Workarounds: Presumably games work fine individually. Testing and communication are the issues. Other Notes/Pictures/Log Files:			

History

#1 - 06/29/2015 09:58 AM - Squelch

- Category changed from Bug Tracker to 132

The definitive source of the version can be determined from the BuildID.txt file in the KSP install folder.

eg 1.0.4

Windows

```
build id = 00861
2015.06.23 at 17:19:17 CEST
Branch: master
```

Linux

```
build id = 00861
2015-06-23_10-19-10
Branch: master
```

As for the apparent differences between the platform versions, we are aware of an issue where Steam has not been updating physics.cfg properly. The workaround is to delete this file and run "Verify integrity of game cache" under game properties in Steam. Do not delete the file and let it regenerate when launching KSP, this will restore the incorrect values. In other words, ensure that physics.cfg in use is the copy from Steam or the zip file from the store.

#4 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from New to Needs Clarification