Kerbal Space Program - Bug #9394

CTD while playing a scenario

04/22/2016 01:36 AM - CattyNebulart

Status:	Unity Bug		**Start date:**	04/22/2016
Severity:	Normal		**% Done:**	100%
Assignee:				
Category:	Application			
Target version:				
Version:	1.1.0		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

I was playing the dynawing landing scenario, got it sort of landed (the crew survived... good enough) I tried to end it by hittign recover vessel when that didn;t work I hit return to spacecenter, when that also failed I hit esc and tried to get back to the menu... then got a CTD.

~/KSP/KSP_linux$ ./KSP.x86_64
Set current directory to /home/dirk/KSP/KSP_linux
Found path: /home/dirk/KSP/KSP_linux/KSP.x86_64
Mono path[0] = '/home/dirk/KSP/KSP_linux/KSP_Data/Managed'
Mono path[1] = '/home/dirk/KSP/KSP_linux/KSP_Data/Mono'
Mono config path = '/home/dirk/KSP/KSP_linux/KSP_Data/Mono/etc'
displaymanager : xrandr version warning. 1.4
displaymanager : trying .X11-unix
client :0 has 1 screens
displaymanager screen (0): 1920 x 1200
Using libudev for joystick management

Importing game controller configs

- Error in `./KSP.x86_64': double free or corruption (out): 0x00007f59161c5de0 ***
  Aborted

History

#1 - 04/24/2016 05:22 PM - sal_vager

- Category changed from 148 to 368

- Status changed from New to Unity Bug

I also get this at random times.

Free() is a c# function internal to the mono runtime, the Unity engine uses an old customised version of mono rather than the version now available from microsoft.

This function is not exposed in the Unity editor and is not directly accessible, it is called by Unity methods on the programmers behalf, and by the mono garbage collector.

Double calls of Free() on an object should not be possible, as attempts to destroy a object twice should return a null reference exception.

Files

buildID.txt	52 Bytes	04/22/2016		CattyNebulart
KSP.log	215 KB	04/22/2016		CattyNebulart
Player.log	514 KB	04/22/2016		CattyNebulart