

Kerbal Space Program - Bug #9413

KSP 1.1 instantly crashes on startup (Linux, AMD, FGLRX)

04/22/2016 05:57 PM - lebedev.ri

Status:	Closed	Start date:	04/22/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Application		
Target version:	1.2.0		
Version:	1.1.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

This is debian sid gnu/linux, KSP 1.1, no steam.

```
~/KSP_linux/KSP_linux$ ./KSP.x86_64
Set current directory to /home/lebedevri/KSP_linux/KSP_linux
Found path: /home/lebedevri/KSP_linux/KSP_linux/KSP.x86_64
Mono path[0] = '/home/lebedevri/KSP_linux/KSP_linux/KSP_Data/Managed'
Mono path[1] = '/home/lebedevri/KSP_linux/KSP_linux/KSP_Data/Mono'
Mono config path = '/home/lebedevri/KSP_linux/KSP_linux/KSP_Data/Mono/etc'
displaymanager : xrandr version warning. 1.4
client has 6 screens
displaymanager screen (0) (DFP14): 1920 x 1080
Using libudev for joystick management
```

```
Importing game controller configs
/dev/input/js0: driver version: 2.1.0 (20100)
: Too many axes; using axes 0 - 19 and ignoring axes 20 - 36
: Too many buttons; using buttons 0 - 19 and ignoring buttons 20 - 68
/dev/input/js0: fd 4, buttons 20, axes 20, name A4TECH USB Device
/dev/input/js0: axis 0: raw -32767, mapped 0.000000
/dev/input/js0: axis 1: raw -32767, mapped 0.000000
/dev/input/js0: axis 2: raw -32767, mapped 0.000000
/dev/input/js0: axis 3: raw -32767, mapped 0.000000
/dev/input/js0: axis 4: raw -32767, mapped 0.000000
/dev/input/js0: axis 5: raw -32767, mapped 0.000000
/dev/input/js0: axis 6: raw -32767, mapped 0.000000
/dev/input/js0: axis 7: raw -32767, mapped 0.000000
/dev/input/js0: axis 8: raw -32767, mapped 0.000000
/dev/input/js0: axis 9: raw -32767, mapped 0.000000
/dev/input/js0: axis 10: raw 0, mapped 0.000000
/dev/input/js0: axis 11: raw 0, mapped 0.000000
/dev/input/js0: axis 12: raw -32767, mapped 0.000000
/dev/input/js0: axis 13: raw -32767, mapped 0.000000
/dev/input/js0: axis 14: raw -32767, mapped 0.000000
/dev/input/js0: axis 15: raw -32767, mapped 0.000000
/dev/input/js0: axis 16: raw -32767, mapped 0.000000
/dev/input/js0: axis 17: raw -32767, mapped 0.000000
/dev/input/js0: axis 18: raw -32767, mapped 0.000000
/dev/input/js0: axis 19: raw -32767, mapped 0.000000
/dev/input/js0: axis 20: raw -32767, mapped 0.000000
Assigning joystick 1
Aborted
```

I have attached the only log file there is, i can not find any others.

```
CPU: AMD FX(tm)-8350 Eight-Core Processor
RAM: 32Gb
GPU: AMD HD 7970 3Gb, drivers: fglrx 1:15.9-4
```

The KSP is completely clean, vanilla.

I have tried starting KSP with *-force-gfx-direct*, no difference.

Previous versions worked fine.

Related issues:

Copied to Kerbal Space Program - Bug #9510: [1.1.0] crashes when entering the...

Needs Clarification 04/22/2016

History

#1 - 04/22/2016 11:10 PM - nand

Try running it through ``ltrace``, that sometimes gives hints as to what it's doing immediately before it crashes.

#2 - 04/23/2016 07:43 AM - lebedev.ri

- File *strace.txt.xz* added

- File *ltrace.txt.xz* added

Sure, maybe it will help.

Do tell me if there is anything else i can do.

#3 - 04/23/2016 03:21 PM - lebedev.ri

Also, *-force-gfx-direct* does not change anything.

#4 - 04/24/2016 03:29 PM - lebedev.ri

Also, there is no pulseaudio at all.

#5 - 04/26/2016 03:46 PM - asdf1324321

- Copied to Bug #9510: [1.1.0] crashes when entering the VAB added

#6 - 04/28/2016 09:14 AM - lebedev.ri

After purging *fglrx* and removing `~/config/unity3d/` and symlinking *libpulse-simple.so.0* -> `/dev/null` it finally started: `LD_LIBRARY_PATH= ./KSP.x86_64`
But with wrong dimensions and prefs are broken.

#7 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

#8 - 07/20/2016 01:06 AM - WildLynx

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

KSP 1.1.3 wants active PulseAudio or it crashes on startup.

It crashes even when Pulse is installed, but disabled.

Workaround is *pulsenomore* - google for it or lookup the KSP forum.

#9 - 07/20/2016 12:09 PM - sal_vager

- Category changed from Application to 368

Just a note to clarify, this issue is actually caused by the Unity engine and is not something Squad can fix, Unity are aware and we're hoping this will be fixed with newer engine versions.

See here for details, <http://forum.unity3d.com/threads/failed-to-get-number-of-drivers.377026/>

We could add the command line options to the launcher, it's only a workaround at best though :/

#10 - 08/01/2016 10:15 AM - sal_vager

- Status changed from Updated to Need More Info

- % Done changed from 10 to 0

Can anyone test this with the new AMDGPU driver please?

The fglrx drivers from the repos are old and obsolete, the open source driver or the latest drivers from AMD should be used in preference.

#11 - 10/14/2016 01:28 AM - Squelch

- Status changed from Need More Info to Ready to Test
- Target version set to 1.2.0
- % Done changed from 0 to 80

Ubuntu 16.04 no longer supports fglrx. The Unity3D upgrade has also addressed a number of issues concerning Linux AMD graphics rendering with the open source drivers.

Please retest in KSP 1.2

#12 - 12/02/2016 08:29 AM - JPLRepo

- Status changed from Ready to Test to Closed
- % Done changed from 80 to 100

Files

Player.log	33.8 KB	04/22/2016	lebedev.ri
strace.txt.xz	245 KB	04/23/2016	lebedev.ri
ltrace.txt.xz	695 KB	04/23/2016	lebedev.ri