Kerbal Space Program - Bug #9428

KSP crashes on startup with >8-bit X display

04/22/2016 11:00 PM - nand

Status:	Needs Clarification	**Start date:**	04/22/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.1.0	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

I'm not entirely sure where exactly this bug is (KSP or Unity), but the faulty code is inside the âKSP.x86_64â binary itself.

When setting up the GLX context, you request a backbuffer with GLX_ALPHA_SIZE >= 8. On systems with a higher color depth than 8 (e.g. R10G10B10A2) this fails because A >= 8 is unsatisfiable.

The fix is to remove this constraint from the GLX attribute list passed to glXChooseFBConfig, or set it to 0.

Attached is a work-around that others running into this issue can use in the meantime.

Linux 64-bit 1.1.0 non-Steam. Note that this also affects 1.0.5, although in that version glXChooseFBConfig was linked directly instead of being loaded through glXGetProcAddressARB. (And I still have no idea what line of thought could possibly have prompted that change)

History

#1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

kspfix.c	842 Bytes	04/22/2016	nand