

## Kerbal Space Program - Bug #9442

### Frequentl crashes on Microsoft Surface 4 Pro

04/23/2016 08:52 AM - GUEST\_s5tue45u4etkHSy4H47Hegef

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/23/2016
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Surface 4 is a not very common device yet hence I suspect this is hardware specific crash.

output\_log.txt says:

```
[Vessel Untitled Space Craft Debris]: Destroyed. No crews were aboard.
(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 64)
Unpacking Untitled Space Craft
(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 64)
HandleD3DDeviceLost
HandleD3DDeviceLost: needs reset, doing it
FullResetD3DDevice
ResetD3DDevice
dev->Reset
D3Dwindow device not lost anymore
HandleD3DDeviceLost
HandleD3DDeviceLost: needs reset, doing it
FullResetD3DDevice
ResetD3DDevice
dev->Reset
D3Dwindow device not lost anymore
Crash!!!
```

#### History

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

- Status changed from New to Needs Clarification

#### Files

crash.dmp	137 KB	04/23/2016	GUEST_s5tue45u4etkHSy4H47Hegef
error.log	57.7 KB	04/23/2016	GUEST_s5tue45u4etkHSy4H47Hegef
output_log.txt	466 KB	04/23/2016	GUEST_s5tue45u4etkHSy4H47Hegef