

Kerbal Space Program - Bug #9689

Game files opened in rw mode

05/05/2016 09:48 AM - kilobug

Status:	Closed	Start date:	05/05/2016
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I'm trying to make a script installing KSP (from GOG) once system-wide, and then individual users can run it and have their own saves/...

But the game opens many files in read-write mode, like GameData/Squad/Plugins/SaveUpgradePipeline.Scripts.dll or GameData/Squad/FX/IonPlume.mu, which can't work if they are owned by another user.

I know what I'm trying to do is not officially supported (hence the "Very Low" priority) but it does seem an odd behavior, even regardless of my purpose. Especially since those files aren't actually modified by the game, it just calls "open" with the O_RDWR mode instead of O_RDONLY, but then only performs reads.

Is there a reason for this ? Or could you easily fix it in a later build ?

History

#1 - 05/05/2016 09:34 PM - jonharson

You do know that plugin are all able to write their settings/data usually in a PluginData subfolder?
What you are trying to do is never going to work... you pretty much need all users to have r/w access to GameData anyway.

#2 - 05/06/2016 07:15 AM - kilobug

Yes, some directories (such as PluginData, savegames, snapshots, ...) need to be writable. What the script does is setup a directory in ~/.local/games/ksp, with writable version of those directories, and then symlinks to the GameData (and binary) in /usr/local/games/ksp; this kind of things work pretty well with many other games, but it doesn't with ksp because many game data files (like the ones of above) are opened in read/write mode.

But regardless of my actual attempts to hack around, if the game doesn't need to modify a file (and does it need to modify GameData/Squad/Plugins/SaveUpgradePipeline.Scripts.dll or GameData/Squad/FX/IonPlume.mu ?) it would be "cleaner" to open them in read-only mode, don't you think so ? Some OS may do optimizations when something is opened in read-only, ...

#3 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 08/06/2019 07:52 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#5 - 08/06/2019 07:52 PM - chris.fulton

- Status changed from Resolved to Closed