

Kerbal Space Program - Bug #1005

Linux version crashes in VAB at certain times when using symmetry

07/14/2013 07:24 AM - Ruedii

Status:	Closed	Start date:	07/14/2013
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Certain combinations of symmetrical parts can trigger a Null Reference Exception crashing the game.

An example that is 100% repeatable on my system using the stock game is to use 2x or higher symmetry to radially connect several Cubic Octagonal Struts to a central part (doesn't matter what part), then also using symmetry try to connect a set of The Not-Rockomax Micronodes to those struts.

There are other combinations that are also 100% repeatable, but this is the most simple and smallest.

Attached is a log of the crash. I will post later with a video

Related issues:

Related to Kerbal Space Program - Bug #1617: Editor (VAB) crashing on symmetr...	Duplicate	10/23/2013
Related to Kerbal Space Program - Bug #2012: Crash while trying to attach So...	Duplicate	01/01/2014
Related to Kerbal Space Program - Bug #5044: Reproducible crash when attachin...	Duplicate	05/25/2015
Related to Kerbal Space Program - Bug #5146: Crash on forced change in symetr...	Duplicate	06/18/2015
Related to Kerbal Space Program - Bug #5221: Changing symmetry mode in VAB ca...	Duplicate	07/08/2015
Has duplicate Kerbal Space Program - Bug #506: Crash when toggling symmetry i...	Duplicate	03/30/2013

History

#1 - 07/14/2013 07:44 AM - Ruedii

- File *Bugtest.ogg* added

Uploading the video file.

As a note, when the game crashes, the video jumps to the next open window which happens to be my terminal running the system monitor.

#2 - 07/28/2013 12:09 AM - Ruedii

Another player tested it, and reported they got null-reference exceptions when the VAB refused to attach the micronodes, but his system did not crash.

#3 - 08/16/2013 09:13 AM - Ted

- Category set to *Gameplay*

- Severity changed from *High* to *Normal*

#4 - 08/16/2013 10:52 AM - Ruedii

The issue has been tracked down to the fgfrx Radeon video driver.

This issue causes many null reference exceptions to cause the game to crash.

I think addressing what is causing this behavior us more important than going around fixing every null reference exception.

#5 - 08/29/2013 01:06 PM - sr

- File *EVE Lander I.craft* added

Issue 506 experienced the same thing, and contains a .craft file with which a game crash can be forced with a bit of fiddling (.craft file uploaded here as well).

I got the game to crash with 0.21.1 when loading the .craft file in the VAB, selecting Mainsail, toggling symmetry to 6-fold by pressing 'x', then positioning the Mainsail onto the bottom of the fuel tanks so that it gets a green highlight and then toggling symmetry with 'x' a couple of times.

Crashing was pretty consistent for the original reporter of issue 506.

#6 - 08/29/2013 01:08 PM - sr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#7 - 10/23/2013 07:08 PM - Ruedii

Note: This is dependent on bug [#1182](#)

#8 - 10/27/2013 01:47 PM - Ruedii

Null Reference Exception still occurs in 0.22

Does not hang as bad on systems not affected by bug [#1182](#)

#9 - 11/20/2015 01:09 PM - sal_vager

- Related to Bug #1617: Editor (VAB) crashing on symmetry after loading a saved ship added

#10 - 11/20/2015 01:09 PM - sal_vager

- Related to Bug #2012: Crash while trying to attach Solid Boosters added

#11 - 11/20/2015 01:10 PM - sal_vager

- Related to Bug #5044: Reproducible crash when attaching Kickback Booster in VAB using symmetry. added

#12 - 11/20/2015 01:10 PM - sal_vager

- Related to Bug #5146: Crash on forced change in symmetry mode added

#13 - 11/20/2015 01:10 PM - sal_vager

- Related to Bug #5221: Changing symmetry mode in VAB causes crash to desktop added

#14 - 11/20/2015 01:11 PM - sal_vager

- Severity changed from Normal to High

Added duplicates, prioritized as high due to crash to desktop.

Issue still exists in current build 1028

#15 - 11/20/2015 01:11 PM - sal_vager

- Version changed from 0.20.2 to 1.0.5

#16 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#17 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

Player.log	207 KB	07/14/2013	Ruedii
Bugtest.ogg	2.08 MB	07/14/2013	Ruedii
EVE Lander I.craft	92.5 KB	08/29/2013	sr