Kerbal Space Program - Bug #1193

AddonLoader fails to load >1 KSPAddons with once=true and the same start scene parameter

08/07/2013 11:18 PM - Majiir

Status:	Duplicate		**Start date:**	08/07/2013
Severity:	Normal		**% Done:**	100%
Assignee:				
Category:	Plugins/Add-Ons			
Target version:				
Version:	0.21.1		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

If multiple KSPAddons have the same start scene parameter and have set the "once" parameter to true, only the first addon seen will load, and the others will silently fail. This causes mods which use once=true to conflict.

The issue is caused by the way AddonLoader tracks already-once-loaded addons. It adds a KSPAddon to a list, and it checks that list whenever it's loading a new KSPAddon, but KSPAddon does not override Equals, so it defaults to Attribute.Equals which performs a value type comparison. This means that *any* addon with the same start scene and "once" parameter will be considered equal, and the loader will skip it.

To reproduce: Create two classes tagged with KSPAddons with the same start scene and once=true. Only one addon will load, while the other silently fails.

To fix: Change AddonLoader's internal List<KSPAddon> to List<Type> and store the type of each addon class as it's run.

I've also written about this issue here:
http://forum.kerbalspaceprogram.com/showthread.php/45107-KSPAddon-bug-causes-mod-incompatibilities

History

#1 - 08/07/2013 11:22 PM - Majiir

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Whoops. Duplicate of #1176.

#2 - 12/31/2013 10:32 AM - m4v

#1176 seems to not exist?