

Kerbal Space Program - Bug #1225

NULL Reference exception during flight, when changing between ships, causes KSP to hang

08/21/2013 10:05 PM - sibaz

Status:	Closed	Start date:	08/21/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I'm building a large interplanetary spacestation/craft. It has to be assembled in sections. I have 2, I'm attempting to dock a third. I've been attempting to tune the orbit of the station, and in switching between ships, on several occasions, the interface has hung, and pressing Alt+F2 shows log is full of NULL Reference exceptions. It may be nothing, but I'm finding it much harder to dock this time, as it seems that even when the ship and station are within 0.2km of each other, the relative speed can be 150m/s or more. I assumed this was because both were on incorrectly aligned elliptical orbits so was tuning both periapsis and apoapsis to be closer to 100km (with RCS).

I thought this could be caused by extensions, but I have removed all but the ActionsOnTheFly and Romfarer LazerCam (both involve no new parts, and the log seems to suggest a problem with parts), and it's still doing it.

I've attached my log file. Interesting stuff seems to happen first at line 1528, and the persistent.sfs file, in case anyone else wants to try.

Twice I've done the following:-)

become 'Space Station Ship' and control from the forward docking port of the tug ship, docked in the centre strut of the station. Orient the ship such that it's facing the direction of travel when orbiting (using no RCS as much as possible and using SAS and warp to stabilise the station). Use RCS to accelerate or decelerate the ship when at perapsis and apoapsis, to get as close to a circular 100,000m orbit, as possible (seems to be only possible to get within +/- 20m of 100,000m)
Become the 3c ship, and select the station as target.
Warp until the separation distance is within 2 or 3 km then attempt to correct your orbit to match the 100,000m orbit of the station.

I noticed at a number of points, the perapsis or apoapsis marker jumps as you approach it, making it 1.30m further away (on the orbit).

When attempting to 'become' the other ship, occasionally it just doesn't come back. When that happens, Alt+F2 seems to work, and shows a load of exceptions. The only option then seems to be to close KSP

History

#1 - 08/21/2013 10:06 PM - sibaz

- File *persistent.sfs* added

Added persistent file, incase anyone wants to try to reproduce

#2 - 08/23/2013 03:35 PM - hermes47

- Status changed from *New* to *Closed*

- % Done changed from 0 to 100

The provided log file shows a number of mod dll's being loaded. Even if the ships in question do not contain active mod parts, the loaded code from the mod's can cause unforeseen and seemingly unrelated issues to arise. As such, this would need to be reproduced in a pure stock install.

Files

KSP.log	2.59 MB	08/21/2013	sibaz
persistent.sfs	3.49 MB	08/21/2013	sibaz