

Kerbal Space Program - Bug #13509

In Editor, clicking New button while in Actions or Crew tab causes nullref

01/02/2017 09:35 PM - linuxgurugamer

Status:	Confirmed	Start date:	01/02/2017
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Totally reproducible, in a clean stock game:

1. Go into Editor
2. Select a pod
3. Remove all kerbals from the pod
4. Click the New button, and don't bother to save

This is the fragment from the log file:

```
[GenericAppFrame] Reposition 0.09140638 51524
```

```
(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 42)
```

```
[UIMasterController]: ShowUI
```

```
(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 42)
```

```
NullReferenceException
```

```
at (wrapper managed-to-native) UnityEngine.Component:get_transform ()
```

```
at ShipConstruction.CalculateCraftSize (.ShipConstruct ship) [0x00000] in <filename unknown>:0
```

```
at KSP.UI.Screens.EngineersReport.UpdateCratStats (.ShipConstruct ship) [0x00000] in <filename unknown>:0
```

```
at KSP.UI.Screens.EngineersReport+<UpdateCraftStatsRoutine>c__Iterator11C.MoveNext () [0x00000] in <filename unknown>:0
```

```
at UnityEngine.SetupCoroutine.InvokeMoveNext (IEnumerator enumerator, IntPtr returnValueAddress) [0x00000] in <filename unknown>:0
```

```
(Filename: Line: -1)
```

```
[MessageSystem] Save Messages
```

History

#1 - 01/03/2017 10:37 PM - Technicalfool

- File *output_log.zip* added

- Subject changed from *In Editor, clicking New button after removing kerbal from capsule gets a NullRef* to *In Editor, clicking New button while in Actions or Crew tab causes nullref*

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

Confirmed and title edited to reflect new information. The nullref appears to occur any time that a tab other than "build" is currently active, regardless of whether kerbals have been removed from a pod, or whether a crewed pod is part of the current vessel.

Files

output_log.zip	26.3 KB	01/03/2017	Technicalfool
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