

## Kerbal Space Program - Bug #13711

### ManeuverNode.OnGizmoUpdated throws an exception

01/30/2017 01:24 PM - morse

<b>Status:</b>	New	<b>Start date:</b>	01/30/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, PS4, Windows, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

If you try to call ManeuverNode.OnGizmoUpdated before the maneuver node has ever had a gizmo attached, it throws a null reference exception.

To reproduce it, you can load a new game with a vessel with already created maneuver, and try to call this function for maneuver before actually interacting with it through GUI.