

Kerbal Space Program - Bug #14819

PopupDialog.SpawnDialog throws NullReferenceException on 32-bit versions if addon is set to startup instantly

04/14/2017 02:28 AM - Xinayder

Status:	New	Start date:	04/14/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

The API method **PopupDialog.SpawnDialog** is sort of broken for 32-bit versions of KSP. If you have a mod/addon that uses this method, and this addon uses

```
[KSPAddon(KSPAddon.Startup.Instantly, true)]
```

it will certainly throw a NRE.

Take a look at the following code:

```
[KSPAddon(KSPAddon.Startup.Instantly, true)]
public class NRETesterKSP : MonoBehaviour
{
    public void Awake()
    {
        PopupDialog.SpawnPopupDialog(
            Vector2.zero, Vector2.zero, "A simple dialog", "this is a title", "this should be
the message",
            "this should be a button", true, HighLogic.UISkin, true);
    }
}
```

If I compile and use the resulting DLL in a 32-bit version of KSP, it will throw a NRE and the dialog will only contain the title, message and buttons are gone, as soon as the addon is loaded (which is instantly). If I change the first line of the code above to

```
[KSPAddon(KSPAddon.Startup.MainMenu, true)]
```

it won't throw and the dialog will be displayed correctly.

Reference thread: http://forum.kerbalspaceprogram.com/index.php?/topic/159162-popupdialog-is-still-throwing-nre-on-ksp_win32/

History

#1 - 04/28/2017 11:08 PM - JPLRepo

- Severity changed from Critical to Normal

Refer to the priority classifications on the wiki.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Set to normal, although is almost a low.