

Kerbal Space Program - Bug #1787

Empty config files prevent the game from loading

11/15/2013 05:59 PM - pizzaoverhead

Status:	Closed	Start date:	11/15/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

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When an empty *.cfg file is present in the GameData directory, game loading halts indefinitely with a null reference exception. See attached output_log.txt for details.

Steps to Reproduce

- Create a new 0 KB text file inside the GameData directory, and name it to "filename.cfg".
- Start KSP.

History

#1 - 04/28/2014 08:24 PM - cantab

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed that this still exists in 0.23.5 on Linux.

#2 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#3 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#4 - 07/19/2016 08:00 AM - pizzaoverhead

- Status changed from Needs Clarification to Resolved
- % Done changed from 0 to 100

Tested on 1.1.3, game loads as expected. Marking as Resolved.

#5 - 07/19/2016 08:37 AM - TriggerAu

- Status changed from Resolved to Closed

Thanks pizzaoverhead

Files

output_log.txt	5.37 KB	11/15/2013	pizzaoverhead
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