Kerbal Space Program - Bug #1989

Part view zooms infinitely large in editor

12/19/2013 09:50 AM - TaranisElsu

Status:	Closed	**Start date:**	12/19/2013
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.23	**Language:**	English (US)
Platform:	Win32	**Mod Related:**	No
Expansion:			

Description

When mousing over some parts in the editor, they zoom to infinite size before disappearing. A video that Lucien sent me demonstrating the bug: https://www.youtube.com/watch?v=Pzk6XcNO9ow

Others, including arsenic87, narrowed it down to parts with 3+ resources that do not have any PartModules. Adding a PartModule fixes it. This bug affects my TAC Life Support, the Biomass mod, KSP Interstellar, and others.

Based on what arsenic87 did, I threw together a dummy part module which people can add to affected parts as a work around until the underlying bug gets fixed:

```
/*
 * Dummy Part Module for working around a bug in KSP 0.23.
 *
 * (C) Copyright 2013, Taranis Elsu
 *
 * This code is released into the public domain.
 */
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using UnityEngine;

namespace Tac
{
    public class DummyPartModule : PartModule
    {
        public override string GetInfo()
        {
            return "Dummy Part Module -- provided by Taranis Elsu (TAC) as a workaround to a bug i
n KSP 0.23";
        }
    }
}
```

History

#1 - 12/19/2013 10:01 AM - TaranisElsu

Forgot the link to my compiled code: https://www.dropbox.com/s/fqepca8nkzc5m9y/DummyPartModule.dll

#2 - 01/09/2014 12:43 AM - TruePikachu

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Firstly, the video is gone.
Secondly, this looks like a mod-related issue, which the KSP team doesn't have a whole lot of control over. It is probably better to report the issue to

each mod author where the issue comes up in, given that there is a workaround and you have confirmed it to affect multiple different systems.

#3 - 01/09/2014 01:34 AM - TaranisElsu

- File 2014-01-08-2318-51.mp4 added

- File part_test1.cfg added

- File part_test2.cfg added

- File output_log.txt added

It is not a **MOD** issue. It is an issue with the **Core KSP**. The bug affects every part with three or more resources without a PartModule. It will affect Squad at some point. Not now, but it does currently affect **every single mod** that has a part with 3+ resources. And the workaround that the community came up with is a **dirty hack**.

Note that I am the creator of a mod affected by the bug: TAC Life Support (http://kerbalspaceport.com/tac-life-support/ or http://forum.kerbalspaceprogram.com/showthread.php/40667)

Recreating the bug is simple. In a clean install of KSP, i.e. with no mods installed:
1) Add

```
RESOURCE
{
  name = MonoPropellant
  amount = 20
  maxAmount = 20
}
```

to the config file for a fuel tank part, like the "FL-T400 Fuel Tank" as shown in the part_test1.cfg file. Put the file in {KSP}/GameData/Squad/Parts/FuelTank/fuelTank.

2) Run KSP. As shown in the video, the part blows up to an enormous size when moused over in an editor (VAB or SPH).

Notice how the second test part does not blow up like that because I also added

```
MODULE
{
  name = ModuleSAS
}
```

to the part's config file (see part_test2.cfg).

I attached a video and the log file. The exceptions start around line 4924.

I really thought others would add their observations because I was not the only one to see this, and I was not the one that tracked it down and figured out the dirty hack to avoid it.

Please put this issue in the "fix someday" pile instead of the "never fix" pile. Please :)

#4 - 01/09/2014 01:42 AM - careo

- Status changed from Not a Bug to New

- Severity changed from Low to Normal

- % Done changed from 100 to 0

It's definitely not a mod bug, I can reproduce it.

#5 - 01/09/2014 01:43 AM - careo

- Status changed from New to Confirmed

- % Done changed from 0 to 10

And apparently I had change it to "new" so I could then confirm it.

#6 - 11/29/2014 06:04 PM - Cultist_O

I'm having this problem with an old mod I'm trying to update. Can you explain your workaround for a know-nothing? What do I need the module to say? Do I need one for each resource after 2? I take it I also need the .dll? If I have TAC ls installed will my mod be able to see the .dll from TAC ls or do I need a copy packaged with mine?

#7 - 11/29/2014 06:25 PM - Squelch

- Category changed from 81 to Parts

Hi Cultist_O, this tracker is for issues pertaining to KSP only. Could you please address your enquiry to the kind folk over on the forums?

KSP Forums General Add-On Affairs

Thank you.

#8 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#9 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#10 - 08/08/2016 12:40 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occuring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report http://bugs.kerbalspaceprogram.com/projects/ksp/wiki.

You can also ask questions about the bug cleanup in the forum here:
http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/ and tag @TriggerAu to get my attention

Files

2014-01-08-2318-51.mp4	1.47 MB	01/09/2014	TaranisElsu
part_test1.cfg	1.52 KB	01/09/2014	TaranisElsu
part_test2.cfg	1.56 KB	01/09/2014	TaranisElsu
output_log.txt	368 KB	01/09/2014	TaranisElsu