

Kerbal Space Program - Bug #2021

EditorLogic.SortedShipList throws NullReferenceException

01/05/2014 05:37 PM - Airblader

Status:	Closed	Start date:	01/05/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

EditorLogic.SortedShipList throws a NullReferenceException if no part has yet been added. For example, simply create a MonoBehaviour plugin with

```
void FixedUpdate() {  
    List<Part> parts = EditorLogic.SortedShipList; // throws  
}
```

Stacktrace:

```
at EditorLogic.recurseShipList (.Part part, System.Collections.Generic.List`1 shipList) [0x00000] in <filename unknown>:0  
at EditorLogic.getSortedShipList () [0x00000] in <filename unknown>:0  
at EditorLogic.get_SortedShipList () [0x00000] in <filename unknown>:0  
at KerbalChecklist.KerbalChecklist.GetAttachedParts () [0x00000] in <filename unknown>:0
```

History

#1 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/08/2016 12:53 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 occurring 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