

## Kerbal Space Program - Bug #2104

### load button does nothing when clicked in SPH when a corrupt plane file exists

02/20/2014 04:08 AM - JustinKerbice

<b>Status:</b> Closed	<b>Start date:</b> 02/20/2014
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 0.23	<b>Language:</b> English (US)
<b>Platform:</b> Linux, Win32	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

For one reason or another, an auto saved ship contains only:

ship = Vessel Name

version = 0.23.0

description = Description

type = SPH

But, the worth thing is when trying to load any "plane" (=anything built in SPH), the button doesn't pop-up the load window and log (the one in KSP\_Data dir), see included logs.

How to reproduce:

-create an Auto-Saved Ship.craft with the content above in your savesdir/Ships/SPH folder

-run the game

-go to the SPH, click on load button

=> no load window shows

(but going to VAB, load works)

workaround:

-delete the bad file

version: 0.23

tested with a clean/no mod install

note: I don't know at all how such an autosaved ship has been created, but it's not relevant here, the issue is the handling of a bad ship file.

#### History

##### #1 - 07/22/2014 06:47 PM - jakkarth

Same happened for me in 0.24 in the VAB. Mine was Vessel Name.craft, contents:

```
ship = Vessel Name
```

```
version = 0.24.0
```

```
description = Description
```

```
type = VAB
```

Same errors in the log file, same workaround fixes the problem.

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

- Platform Win32 added

- Platform deleted (Windows)

##### #3 - 07/28/2015 03:24 AM - jakkarth

Forgot to mention that I experienced this problem on Linux, not Win32.

##### #4 - 07/28/2015 10:44 AM - Squelch

- Platform Linux added

Is this still a problem in the current release? Steps were taken to filter invalid craft since 0.24 so this should be resolved.

**#5 - 08/03/2015 05:14 PM - Squelch**

- Status changed from New to Need More Info

**#6 - 08/03/2015 08:19 PM - jakkarth**

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

In Linux 1.0.4, I am unable to reproduce the original problem of the ship list not populating. The broken ship does show up in the ship list, but when I try to load it the editor returns to its empty state. There are a few messages in the Player log:

[ShipConstruction]: No thumbnail image exists for thumbs/Jaknaut Aerospace\_VAB\_crashtest  
ArgumentOutOfRangeException: Argument is out of range.  
Parameter name: index

All in all, much better user experience now, and while an error message about being unable to load the craft would be nice, I think we could call this fixed as it stands.

**#7 - 11/20/2015 01:28 PM - sal\_vager**

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

No longer reproducible in build 1028 Linux.

**#8 - 07/17/2016 09:18 AM - TriggerAu**

- Status changed from Resolved to Closed

**Files**

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KSP.log	95.3 KB	02/20/2014	JustinKerbice
output_log.txt	229 KB	02/20/2014	JustinKerbice
Auto-Saved Ship.craft	77 Bytes	02/20/2014	JustinKerbice