

Kerbal Space Program - Bug #2835

PART.NODE{} throws exception if PART.NODE.transform doesn't exist, which crashes the part loader

07/25/2014 02:00 PM - Greys

Status:	Closed	Start date:	07/25/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

If the .mu associated with a part does not contain a transform corresponding to the value of PART.NODE.transform, the following exception will be thrown

```
Part: Cannot add attach node. Transform of name 'Top'
```

```
NullReferenceException: Object reference not set to an instance of an object  
  at AttachNode..ctor (System.String id, UnityEngine.Transform transform, Int32 size, AttachNodeMethod attachMethod) [0x00000] in <filename unknown>:0
```

```
  at Part.AddAttachNode (.ConfigNode node) [0x00000] in <filename unknown>:0
```

```
  at PartLoader.ParsePart (.UrlConfig urlConfig, .ConfigNode node) [0x00000] in <filename unknown>:0
```

```
  at PartLoader+.MoveNext () [0x00000] in <filename unknown>:0
```

```
UnityEngine.MonoBehaviour:StartCoroutine_Auto (IEnumerator)
```

```
UnityEngine.MonoBehaviour:StartCoroutine (IEnumerator)
```

```
:MoveNext ()
```

```
UnityEngine.MonoBehaviour:StartCoroutine_Auto (IEnumerator)
```

```
UnityEngine.MonoBehaviour:StartCoroutine (IEnumerator)
```

```
PartLoader:StartLoad ()
```

```
:MoveNext ()@
```

No parts including the part throwing the error, and all parts alphabetically following it (per standard loading order depth first 0-9 a-z search) will fail to be loaded and be missing from KSP until restarted with the transform fixed

History

#1 - 07/25/2014 02:02 PM - Greys

typo correction:

No parts including the part throwing the error, and all parts alphabetically following it (per standard loading order depth first 0-9 a-z search) will be loaded and will be missing from KSP until restarted with the transform fixed

#2 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/09/2016 10:56 AM - 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