

## Kerbal Space Program - Bug #3273

### Undo for sole part causes crash/hang

09/28/2014 03:34 PM - Master\_Tao

<b>Status:</b>	Closed	<b>Start date:</b>	09/28/2014
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

As reported in the Support (unmodded installs) forum by super, the following steps cause a crash (Win) or hang (Mac) in KSP 0.24.2:

1. Enter the editor
2. Choose a part
3. Remove the part
4. Choose another part
5. Undo part placement with Ctrl-z/Cmd-z
6. Launch the no-parts craft

The game crashes or hangs with two Exceptions: @ArgumentOutOfRangeException: Argument is out of range.

Parameter name: index

at System.Collections.Generic.List`1[Part].get\_Item (Int32 index) [0x00000] in <filename unknown>:0

at ShipConstruction.RestoreBackup (Int32 index) [0x00000] in <filename unknown>:0

at EditorLogic.UndoRedo () [0x00000] in <filename unknown>:0

at EditorLogic.UpdatePartMode () [0x00000] in <filename unknown>:0

at EditorLogic.Update () [0x00000] in <filename unknown>:0

(Filename: Line: -1)

NullReferenceException

at (wrapper managed-to-native) UnityEngine.Component:InternalGetGameObject ()

at UnityEngine.Component.get\_gameObject () [0x00000] in <filename unknown>:0

at ShipConstruct.SaveShip () [0x00000] in <filename unknown>:0

at ShipConstruction.CreateBackup (.ShipConstruct ship) [0x00000] in <filename unknown>:0

at EditorLogic.launchVessel () [0x00000] in <filename unknown>:0

(Filename: Line: -1)@

KSP: 0.24.2 Mac OS X 10.9.5

#### History

##### #1 - 09/28/2014 03:37 PM - Master\_Tao

Accidentally hit Create while trying to Preview:

As reported in the Support (unmodded installs) forum by super, the following steps cause a crash (Win) or hang (Mac) in KSP 0.24.2:

1. Enter the editor
2. Choose a part
3. Remove the part
4. Choose another part
5. Undo part placement with Ctrl-z/Cmd-z
6. Launch the no-parts craft

The game crashes or hangs with two Exceptions:

ArgumentOutOfRangeException: Argument is out of range.

Parameter name: index

at System.Collections.Generic.List`1[Part].get\_Item (Int32 index) [0x00000] in <filename unknown>:0

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at ShipConstruction.RestoreBackup (Int32 index) [0x00000] in <filename unknown>:0
at EditorLogic.UndoRedo () [0x00000] in <filename unknown>:0
at EditorLogic.UpdatePartMode () [0x00000] in <filename unknown>:0
at EditorLogic.Update () [0x00000] in <filename unknown>:0
```

(Filename: Line: -1)

NullReferenceException

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at (wrapper managed-to-native) UnityEngine.Component:InternalGetGameObject ()
at UnityEngine.Component.get_gameObject () [0x00000] in <filename unknown>:0
at ShipConstruct.SaveShip () [0x00000] in <filename unknown>:0
at ShipConstruction.CreateBackup (.ShipConstruct ship) [0x00000] in <filename unknown>:0
at EditorLogic.launchVessel () [0x00000] in <filename unknown>:0
```

(Filename: Line: -1)

KSP: 0.24.2 Mac OS X 10.9.5

Mods installed: none

Output log: Player.log attached

Workaround: Only use undo when multiple parts are placed, or don't choose Launch immediately afterwards.

## #2 - 01/14/2015 10:13 PM - RexKramer

I am not able to get a crash or hang in 0.90, OS X 10.10.1. I am still getting the ArgumentOutOfRangeException, and some strange behavior in the VAB, so the bug is still present in 0.90.

## #3 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

## #4 - 08/09/2016 11:11 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

## Files

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Player.log	267 KB	09/28/2014	Master_Tao
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