

Kerbal Space Program - Bug #3910

NullReferenceException when KSPAchievements.CrewRef.Save called

12/27/2014 11:39 AM - EICarl

Status: Duplicate	Start date: 12/27/2014
Severity: Low	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 0.90	Language: English (US)
Platform: Win32	Mod Related: No
Expansion:	
Description v0.90.0.705 build id = 00705 2014-12-15_13-42-05 Branch: master 32-bit Steam Windows I had just completed a ground survey contract on foot, and attempted to recover the Kerbal. Clicking on the "Recover Vessel" option did nothing, nor did clicking "Space Centre". I attempted to switch to a nearby vessel and do the same, but the same thing happened. I opened the debug info, and it said that a NullReferenceException had been thrown at each point I'd tried to do something. Quit to main menu also didn't work, so I was forced to Alt-F4 to close the program. I can still load my save, but can not do anything relevant: I can't access the VAB/SPH, tracking centre nor quit to the menu. On the buildings that I can access, I can't then return to the space centre. All of these issues appear to be the same NullReferencePointer exception. All of the exceptions seem to be thrown after the game tries to save the achievements tree, and the last method on the stack shown in the log is KSPAchievements.CrewRef.Save	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #3243: Kerbals missing from the Cr...	Closed 09/26/2014

History

#1 - 12/27/2014 12:40 PM - EICarl

Just an update to note that I have no mods installed.

#2 - 12/27/2014 12:49 PM - EICarl

Found a thread on the forums with the same issue and a workaround:

<http://forum.kerbalspaceprogram.com/threads/103329-Achievement-UI-crash-from-achievements>

I had fired Jebediah after he had a couple of achievements, and re-adding him to the persistent.sfs file fixed the issue.

#3 - 01/02/2015 04:58 AM - Squelch

- Status changed from New to Need More Info

- Severity changed from High to Low

I strongly suspect that this is another manifestation of [#3243](#)

I have set a duplicate link, but left the status as "need more info" to allow for expansion on how this issue can be reproduced.

#4 - 01/02/2015 08:19 AM - RexKramer

Yup, this sounds exactly like [#3243](#).

EICarl, could you please take a look at this link?

<http://forum.kerbalspaceprogram.com/threads/105651-FIX-KSC-Buildings-Lock-Up-Can-t-Click-on-Anything-Firing-Kerbal-Crashes-Game>

The link above is a good description of the problem, along with a couple of solutions.

#5 - 01/02/2015 08:26 AM - EICarl

RexKramer wrote:

Yup, this sounds exactly like [#3243](#).

EICarl, could you please take a look at this link?

<http://forum.kerbalspaceprogram.com/threads/105651-FIX-KSC-Buildings-Lock-Up-Can-t-Click-on-Anything-Firing-Kerbal-Crashes-Game>

The link above is a good description of the problem, along with a couple of solutions.

Yeah, I mentioned it in my second update - that was the issue, and re-adding the Kerbal who had an achievement did fix the issue, so it is [#3243](#)

#6 - 01/02/2015 08:54 AM - RexKramer

- Status changed from *Need More Info* to *Duplicate*

- % Done changed from 0 to 100

Ok, thanks EICarl! Marking as duplicate.

Files

2014-12-27_00004.jpg	302 KB	12/27/2014	EICarl
2014-12-27_00003.jpg	232 KB	12/27/2014	EICarl
2014-12-27_00005.jpg	374 KB	12/27/2014	EICarl
DxDiag.txt	80.5 KB	12/27/2014	EICarl
output_log.txt	306 KB	12/27/2014	EICarl
persistent.sfs	52.9 KB	12/27/2014	EICarl