

Kerbal Space Program - Bug #419

attempting to copy parts in VAB/SPH throws NullReferenceException

03/17/2013 05:05 AM - JDP

Status:	Closed	Start date:	03/17/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.19	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

specs:

Windows 7

Direct3D:

Version: Direct3D 9.0c [aticfx32.dll 8.17.10.1070]

Renderer: ATI Radeon HD 5700 Series

Vendor: ATI

VRAM: 1014 MB (via DXGI)

Caps: Shader=30 DepthRT=1 NativeDepth=1 NativeShadow=1 DF16=1 DF24=1 INTZ=1 RAWZ=0 NULL=1

RESZ=1 SlowINTZ=1

when copying part(s) in the VAB/SPH (holding the default modifier key; 'RightAlt'), the part(s) aren't copied, in stead the following lovely NullReferenceException is thrown:

```
[Exception]: NullReferenceException: Object reference not set to an instance of an object
EditorPartsListController.FindIcon (System.String partname, Boolean lookInAllCategories)
EditorLogic.UpdatePartMode ()
EditorLogic.LateUpdate ()
```

the old method (holding 'LeftAlt') does nothing. However this error does not persist if you manually change the modifier key to:

MODIFIER_KEY

```
{
    primary = LeftAlt
    secondary = None
    switchState = Any
}
```

and use 'LeftAlt' to copy.

no other changes where made to the config aside from enabling VERBOSE_DEBUG_LOG. testing was done on only stock vessels and parts.

History

#1 - 03/17/2013 05:37 AM - Anonymous

- Category set to 36

- Severity changed from High to Normal

#2 - 10/30/2013 06:58 AM - sr

- Platform Windows added

I've tried replicating this with 0.22, however I don't get an NRE, even after changing the modifier key to right alt.
Could you please check if this is still an issue for you in 0.22?

#3 - 09/05/2014 03:21 PM - Squeelch

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

I can't replicate in 0.24.2 so as this hasn't been updated, it can be assumed as resolved and closed.