

Kerbal Space Program - Bug #5169

Parachutes cause NullReferenceExceptions in VAB

06/23/2015 11:23 PM - KerbalEssences

Status: Closed	Start date: 06/23/2015
Severity: High	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 1.0.4	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	
Description Confirmed three times in the forums on Windows and Linux, using parachutes from the part list in the VAB causes a NullReferenceException being thrown a dozen times per second, which can be seen in the debug menu. Using parachutes of stock saved crafts causes no exception even when they are saved as subassemblies and then clicked / attached.	
Related issues:	
Related to Kerbal Space Program - Bug #5195: Parachutes cause crash on linux	Closed 07/01/2015
Has duplicate Kerbal Space Program - Bug #5182: VAB Placing Mk2-R Radial-Moun...	Duplicate 06/27/2015
Has duplicate Kerbal Space Program - Bug #5249: Frame lag when context menu o...	Duplicate 07/19/2015

History

#1 - 06/25/2015 01:18 AM - TriggerAu

- Status changed from New to Confirmed
- Severity changed from High to Low
- % Done changed from 0 to 10

Can confirm this behaviour, have checked with dev and they know what the issue is now. Thanks for the bug report.

They have also confirmed that the only impact is log growth and no adverse game effects, so have lowered the priority

#2 - 06/25/2015 07:09 PM - ELF

Sorry, would like to point out, that for Linux it causes instant crash when you pick the parachute in VAB/SPH, So it is a game-breaker currently. Probably it is possible to disable logging somehow, to step around it?
Also, guys on the forums reported that if you attach more chutes, it causes heavy lag on Windows also...

Can we have some sort of workaround meanwhile, please?

Part of my log listing the error itself and system stats.

Kerbal Space Program - 1.0.4.0 (LinuxPlayer)

OS: Linux 3.13 LinuxMint 17.1 32bit
CPU: AMD Athlon(tm) II X2 240 Processor (2)
RAM: 4007
GPU: AMD Radeon HD 7700 Series (729MB)
SM: 30 (OpenGL 4.4 [4.4.13372 Compatibility Profile Context 15.101.1001])
RT Formats: ARGB32, Depth, ARGBHalf, RGB565, ARGB4444, ARGB1555, Default, DefaultHDR, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8

[EXC 22:49:46.979] NullReferenceException: Object reference not set to an instance of an object
ModuleParachute.SetConvectiveStats ()
ModuleParachute.FixedUpdate ()

#4 - 06/26/2015 01:27 AM - Squelch

Could you please upload your logs including stacktrace from the crash as well as a craft that triggers it ELF? I am unable to invoke a crash under Win7 or Linux related to this issue yet, so I'm interested in the potential.

#5 - 06/26/2015 07:37 AM - ELF

- File KSP.log added

Of course, here goes the log.

If there must be any other log, tell me where to get it, I will.

Steps to reproduce:

- 1) Start a game, go to VAB/SPH.
- 2) Start with any pod. (Tested it with MK2 cockpit and Lander C4N)
- 3) Pick a surface mount chute from the list, try to attach to pod.
- 4) Crash.

In th forums it is also confirmed to happen on 64 bit Linux Mint, by Andimeows (he also provided Player.log, which I do not know where to get...):

Confirmed crashing on 64-bit Linux Mint. The window closes as soon as I select any parachute.

- 1) Deleted game content from Steam and reinstalled
- 2) Start (or resume) new sandbox game
- 3) Enter VAB
- 4) Select MK1 Command Pod
- 5) Click Utility, then second page.
- 6) Click M16, MK12-R, or M16-XL parachute.
- 7) ~0.5 seconds later the window closes.

Player.log - <http://pastebin.com/UwqrSVcn>

KSP.log - <http://pastebin.com/zbUclUJER>

Loading crafts that already have a parachute work just fine. Even clicking the parachute to detach it, and leaving it in the editor area is fine.

Please let me know if I can provide anything else.

#6 - 06/26/2015 08:02 AM - tutike2000

the only impact is log growth and no adverse game effects

I have to strongly disagree here. On Windows, having at least 5-6 chutes on a craft will lower my FPS from around 35 to around 10-15. Try adding more and more chutes, eventually you will see your framerate become unplayable.

#7 - 06/26/2015 11:08 AM - ELF

As requested additional info - this happens to me on 32 bit Linux Mint, distro from KSP Store, without Steam. I launch KSP.x86 directly from KSP folder.

Edit:

As requested, I attach here a ksp-deps.txt file generated by ldd on KSP.x86 on my PC.

#8 - 06/26/2015 11:53 AM - ELF

- File ksp-deps.txt added

#9 - 06/26/2015 12:16 PM - TriggerAu

- Severity changed from Low to High

Upping the priority again with the reports of more than just log growth

#10 - 06/26/2015 04:54 PM - Andymeows

Hello, I was the one who originally submitted these logs and I can still actively reproduce the issue. Please let me know if there's anything else that I could provide that would be useful.

Player.log - <http://pastebin.com/UwqrSVcn>

KSP.log - <http://pastebin.com/zbUclUJER>

#11 - 06/27/2015 11:36 AM - Nederland

Can confirm game crash on Linux Ubuntu 14.04 64bit for Steam version.

#12 - 06/28/2015 10:45 AM - Squelch

- Has duplicate Bug #5182: VAB Placing Mk2-R Radial-Mount Parachute crashes the game added

#13 - 06/28/2015 10:54 AM - Squelch

Summary

It would appear that the log error spam attributed to this issue can cause crashes on some Linux platforms. There does not seem to be a definitive cause of the crash and no apparent library differences. Furthermore, the crashes do not seem to be restricted to one particular distribution.

#14 - 06/28/2015 01:46 PM - bersl2

Parachutes crashing the game also happening to me on Slackware 14.0 64-bit.

I am seeing other Unity-based games recently apply updates and start crashing reliably. Looks like all the branches of Unity were updated. Wild guess, but I wonder if this is a Unity bug somehow.

#15 - 06/30/2015 11:16 PM - Squelch

The cause of the parachute log spam has been identified, and is now in the process of being fixed.

The crashes on Linux platforms are a secondary symptom and now need emphasis, so rather than confuse this issue further, could someone please open a new issue that deals with the Linux crash under these circumstances specifically? It would be very helpful if any logs, stack traces or core dumps that are related to this problem can be attached.

#16 - 07/01/2015 09:59 AM - Squelch

- *Related to Bug #5195: Parachutes cause crash on linux added*

#17 - 07/20/2015 11:02 AM - Squelch

- *Has duplicate Bug #5249: Frame lag when context menu open for Mk16 parachute in Editor added*

#18 - 07/27/2015 06:51 AM - featherwinglove

...wow! While building my 13pax dual landing (Mun/Minmus) shuttle for tourists, I got two low drive space warnings (with an automatic Disk Cleanup between) and an impressive 62,909kB KSP.log file full of this scuttlebutt. I didn't run it all the way to getting a file pointer exception so I don't know if this bug can cause a crash in Win32. I'm going to keep the file for at least a couple of days if anyone's interested. (I'd have to Google Drive it or something.)

#19 - 08/17/2015 08:42 PM - Squelch

featherwinglove wrote:

I didn't run it all the way to getting a file pointer exception so I don't know if this bug can cause a crash in Win32. I'm going to keep the file for at least a couple of days if anyone's interested. (I'd have to Google Drive it or something.)

Thanks.

The log file can grow to very large sizes on Windows, and despite the system slowdown, crashes due to the parachute bug haven't been seen. We do know the nature of the error, and the cause, and it has been forwarded to the devs for attention. There is no need to keep your logs for this one.

In the meantime, there is a community fix/workaround that avoids the log spam and related issues, and can be found on the forums. However, we politely request that before reporting other issues, the fix is removed and the issue verified as reproducible in a stock game.

#20 - 10/06/2015 05:10 PM - Summoners_Rift

For me, at least, if multiple parachutes are added, the editor becomes unresponsive, even when input locks are released.

#21 - 11/17/2015 12:32 AM - Squelch

- *Status changed from Confirmed to Resolved*

- *% Done changed from 10 to 100*

Fixed in 1.0.5

#22 - 07/17/2016 09:19 AM - TriggerAu

- *Status changed from Resolved to Closed*

Files

KSP.log	668 KB	06/23/2015	KerbalEssences
persistent.sfs	9.07 KB	06/23/2015	KerbalEssences
KSP.log	250 KB	06/26/2015	ELF

