

Kerbal Space Program - Bug #5337

Error in Part.OnDestroy method

08/21/2015 12:23 AM - DMagic

Status:	Closed	Start date:	08/21/2015
Severity:	Low	% Done:	100%
Assignee:	TriggerAu		
Category:	Parts		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			
Description			
<p>The Part.OnDestroy method seems to have a C# error. Under certain conditions a UnityEngine.Collider List is modified (an element is deleted, added, or the list is cleared) while enumerating the list; this is a common and well known C# problem. The error causes an invalid operation exception and interrupts the Part.OnDestroy method.</p> <p>This can be easily and repeatably be triggered.</p> <p>Steps:</p> <ol style="list-style-type: none">1: Create and launch a new vessel, it doesn't matter if the vessel is left on the launch pad or landed on Minmus, this can be done anywhere.2: Take a Kerbal out on EVA.3: Do something to make the Kerbal fall down (ie trigger the rag doll animation); on the launch pad this can be done by either climbing on top of and jumping off of a command pod, or by diving off the edge of the launch pad, on a low gravity moon the jet pack can be used to crash into the surface or vessel.4: Return to the command pod and re-board.5: The following error message will be displayed in the debug log: <pre>InvalidOperationException: Collection was modified; enumeration operation may not execute. at System.Collections.Generic.List`1+Enumerator[UnityEngine.Collider].VerifyState () [0x000000] in <filename unknown>:0 at System.Collections.Generic.List`1+Enumerator[UnityEngine.Collider].MoveNext () [0x000000] in <filename unknown>:0 at Part.OnDestroy () [0x000000] in <filename unknown>:0</pre> <p>The included output_log file displays this error twice, triggered on Minmus and on the launch pad, on lines 10701 and 11035.</p> <p>The save file was used to generate the log file and the Minmus landing craft is included, the launch pad craft is a Mk1-2 command pod by itself.</p>			

History

#1 - 08/21/2015 06:09 PM - Squelch

- Status changed from New to Confirmed
- % Done changed from 0 to 10

The Kerbal must have entered "ragdoll" state before entering the craft for this error to appear. Confirmed and passed on.

#3 - 08/31/2015 09:33 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#4 - 07/17/2016 09:38 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#5 - 11/15/2016 09:12 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- Assignee set to TriggerAu
- % Done changed from 0 to 100

This one is no longer occuring with the changes in code in the foreach cleanup

Files

output_log.txt	479 KB	08/21/2015	DMagic
persistent.sfs	94.9 KB	08/21/2015	DMagic
Minmus Tester.craft	99.5 KB	08/21/2015	DMagic