

## Kerbal Space Program - Bug #550

### KerbalEVA spawned with an uninstatated PartResourceList object

04/26/2013 12:27 PM - Fel

<b>Status:</b>	Closed	<b>Start date:</b>	04/26/2013
<b>Severity:</b>	Unworthy	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Using a pseudopart / singleton to access KerbalEVA when spawned allowed me to use the "AddResource" interface on the part.

NullReferenceException: Object reference not set to an instance of an object  
at PartResourceList.Add (.ConfigNode node) [0x00000] in <filename unknown>:0 at Part.AddResource (.ConfigNode node)  
[0x00000]

(ConfigNode is properly formatted and code works on non-"First Spawn"-KerbalEVA parts.) At this point, I can successfully add a module to the KerbalEVA part, indicating that the part should be in a valid state... but adding a resource can only be done on "F5 / F9" (or leaving to spaceport and etc.)

#### History

##### #1 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #2 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #3 - 08/07/2016 11:33 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