

## Kerbal Space Program - Bug #6935

### The symbols "<" or ">" in flag names cause NullReferenceExceptions

02/11/2016 12:14 AM - waterlubber

<b>Status:</b>	Duplicate	<b>Start date:</b>	02/11/2016
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When creating a flag (i.e Runway <<<) the game will spam NullReferenceErrors and the R&D center will be unavailable. Here is a short clip of the player log:

Filename: Line: 4294967295)

```
NullReferenceException: Object reference not set to an instance of an object
at AnchoredDialog.setOpacity (Single value) [0x00000] in <filename unknown>:0
at AnchoredDialog.LateUpdate () [0x00000] in <filename unknown>:0
```

Here is a relevant forum thread:

<http://forum.kerbalspaceprogram.com/index.php?topic/110679-can-not-go-to-science-building-invalid-characters-in-vessel-name/>

A simple fix would be to disallow the ">" and "<" characters.

#### History

#1 - 02/11/2016 12:16 AM - waterlubber

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Oops, this is a duplicate of [#6738](#)