Kerbal Space Program - Bug #790

harmless NullReferenceException when any editor marker (such as the CoM marker) is active without parts.

06/19/2013 06:18 PM - m4v

Status:	Closed	**Start date:**	06/19/2013
Severity:	Unworthy	**% Done:**	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.20.2	**Language:**	English (US)
Platform:	Linux, OSX, Windows	**Mod Related:**	No
Expansion:			

Description

steps to reproduce:
while in VAB/SPH
1. place any first part
2. enable the CoM marker
3. remove all the parts in place.

the log should be showing the following:

NullReferenceException
at (wrapper managed-to-native) UnityEngine.Component:InternalGetTransform ()
at UnityEngine.Component.get_transform () [0x00000] in <filename unknown>:0
at EditorMarker_CoM.recurseParts (.Part part, UnityEngine.Vector3& CoM, System.Single& m) [0x00000] in <filename unknown>:0
at EditorMarker_CoM.findCenterOfMass (.Part root) [0x00000] in <filename unknown>:0
at EditorMarker_CoM.UpdatePosition () [0x00000] in <filename unknown>:0
at EditorMarker.Update () [0x00000] in <filename unknown>:0

The same occurs with the CoT and CoL markers

History

#1 - 08/16/2013 10:24 AM - Ted

- Category set to Gameplay

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/17/2016 08:20 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

Fixed 1.1.X