

## 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

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

### 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