Kerbal Space Program - Bug #11496

Contracts system chokes if part referenced in completed part-test contract is removed from gamedata. Blocks scene change.

09/15/2016 08:14 AM - steve_v

Status:	Closed	**Start date:**	09/15/2016
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.2.0		
Version:	1.1.3	**Language:**	English (US)
Platform:	Linux, Windows	**Mod Related:**	No
Expansion:			

Description

Reposting from forums at request NathanKell.

Had issues after removing a mod (Quiztech Aero, FWIW) referenced in both completed and potential (but not active) part-test contracts.
Log throws:

Contract: Exception while OnLoad() or SetupID() on contract Test Part landed at Kerbin., exception System.NullReferenceException: Object reference not set to an instance of an object
at Contracts.Parameters.PartTest.GetHashString () [0x00000] in <filename unknown>:0
at Contracts.ContractParameter.get_HashString () [0x00000] in <filename unknown>:0
at Contracts.Contract.SetupID () [0x00000] in <filename unknown>:0
at Contracts.Contract.Load (Contracts.Contract contract, .ConfigNode node) [0x00000] in <filename unknown>:0

Followed by:

NullReferenceException: Object reference not set to an instance of an object
at Contracts.Parameters.PartTest.OnSave (.ConfigNode node) [0x00000] in <filename unknown>:0
at Contracts.ContractParameter.Save (.ConfigNode node) [0x00000] in <filename unknown>:0
at Contracts.Contract.Save (.ConfigNode node) [0x00000] in <filename unknown>:0
at Contracts.ContractSystem.OnSave (.ConfigNode gameNode) [0x00000] in <filename unknown>:0
at ScenarioModule.Save (.ConfigNode node) [0x00000] in <filename unknown>:0
at ProtoScenarioModule..ctor (.ScenarioModule module) [0x00000] in <filename unknown>:0
at ScenarioRunner.GetUpdatedProtoModules () [0x00000] in <filename unknown>:0
at Game.Updated () [0x00000] in <filename unknown>:0
at GamePersistence.SaveGame (System.String saveFileName, System.String saveFolder, SaveMode saveMode) [0x00000] in <filename unknown>:0
at TrackingStationBuilding.OnClicked () [0x00000] in <filename unknown>:0

And I can not enter / exit buildings.
Removing all mention of offending parts from save file has fixed it, just a FYI. Can probably repro w/save complete log etc. if needed.

Was considering repro with more info, but with 1.2 almost here may be better left until I can test in the new release?
Ping me if you want me to go ahead anyway in 1.1.3.

History

#2 - 10/13/2016 11:52 AM - Squelch

- Status changed from New to Ready to Test

- Target version set to 1.2.0

- % Done changed from 0 to 80

- Platform Windows added

This has been addressed and fixed for KSP 1.2

#3 - 11/18/2016 08:03 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.