

## Kerbal Space Program - Bug #19361

### Calling CommNet.CommNetVessel.InPlasma causes a StackOverflow

07/05/2018 06:08 PM - PiezPiedPy

<b>Status:</b>	Ready to Test	<b>Start date:</b>	07/05/2018
<b>Severity:</b>	Low	<b>% Done:</b>	80%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>	1.12.0		
<b>Version:</b>	1.4.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

While I was updating the Kerbalism mod to detect signal loss when in a plasma blackout I came across this bug. I was calling CommNet.CommNetVessel.InPlasma in C# with just a simple if statement and it caused a StackOverflowException

```
else if (v.connection.InPlasma) // calling InPlasma causes a StackOverflow :(
```

v is a reference to a Vessel Class and all access to v.connection works as expected.

C# code snippet below from Kerbalism/src/Comms/ConnectionInfo.cs Note. using reflection to access the private field inPlasma returns the correct value.

<https://github.com/steamp0rt/Kerbalism/blob/78db5a5b7dfbec752e7a316843e9974e39e76e42/src/Comms/ConnectionInfo.cs#L155-L162>

Log output is:

```
[EXC 12:26:21.322] StackOverflowException: The requested operation caused a stack overflow.  
CommNet.CommNetVessel.get_InPlasma ()
```

with none of the usual debug info like the filename and line number etc you usually get with exceptions. I suspect this is an error in KSP's code.

#### History

##### #2 - 07/09/2018 01:35 PM - diomedea

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

##### #3 - 06/24/2021 10:56 PM - victorr

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.12.0

- % Done changed from 30 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.