

Kerbal Space Program - Bug #19379

StopEasing call while OnDestroy is running?

07/08/2018 10:27 PM - meirumeiru

<b>Status:</b>	New	<b>Start date:</b>	07/08/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<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		
<b>Description</b>			
You are calling "VesselPrecalculate::StopEasing()" from "VesselPrecalculate::OnDestroy()" ... that leads to onPhysicsEaseStop callbacks with sometimes half destroyed vessels (some parts are already null). Why do you do that? What is this good for? All it does is crashing mods that are using those events.			