

Kerbal Space Program - Bug #19509

NullRef spam on wheel colliding with terrain.

08/11/2018 09:34 PM - Fengist

Status:	Closed	Start date:	08/11/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I was intentionally performing part.explode approx 3km above KSC on a test vessel. A single LY-05 wheel was attached. This NullRef occurred when the wheel collided with the terrain. I was able to reproduce this result by again, exploding a part on a vessel and waiting for the debris to fall to the surface.

snip

```
[LOG 16:16:51.948] probeStackSmall Exploded!! - blast awesomeness: 0
[LOG 16:16:51.952] [probeStackSmall]: Deactivated
[LOG 16:16:51.952] [F: 16928]: [GearFree] Collision Enhancer Punch Through - vel: 65.38129
[LOG 16:16:51.967] 1 explosions created.
[LOG 16:16:54.604] Untitled Space Craft Rover Probe Debris Unloaded
[LOG 16:16:54.605] Packing Untitled Space Craft Rover Probe Debris for orbit
[ERR 16:16:54.608] Can't remove Rigidbody because KSPWheelController (Script) depends on it
```

```
[EXC 16:16:54.637] NullReferenceException
VPWheelCollider.GetGroundHit (UnityEngine.WheelHit& hit)
VehiclePhysics.VehicleBase.CalculateSuspensionTravel (VehiclePhysics.WheelState wheel)
VehiclePhysics.VehicleBase.FixedUpdate ()
[EXC 16:16:54.639] NullReferenceException
UnityEngine.Transform.get_rotation ()
UnityEngine.Transform.get_up ()
VPWheelCollider.FixSteerAngle (Single inputSteerAngle)
VPWheelCollider.set_steerAngle (Single value)
VehiclePhysics.VehicleBase.Update ()
[EXC 16:16:54.657] NullReferenceException
VPWheelCollider.GetGroundHit (UnityEngine.WheelHit& hit)
VehiclePhysics.VehicleBase.CalculateSuspensionTravel (VehiclePhysics.WheelState wheel)
VehiclePhysics.VehicleBase.FixedUpdate ()
snip
```

History

#2 - 10/28/2019 04:10 PM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10

Issue no longer occurs

#3 - 10/28/2019 04:10 PM - Robert.Keech

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

#4 - 10/28/2019 06:17 PM - chris.fulton

- Status changed from Resolved to Closed