

Kerbal Space Program - Bug #21187

All active contracts and contract history disappear suddenly

02/07/2019 07:44 AM - cbanek

Status:	Need More Info	Start date:	02/07/2019
Severity:	Low	% Done:	0%
Assignee:	victorr		
Category:	Application		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game, Making History		

Description

Hi there!

First off, absolutely love KSP. You guys rock. This is the first bug I've encountered.

I run linux, on Steam. I had 14 contracts, and I just completed a couple of contracts (doing some rescues on my passenger liner, the QE3), and then went to my different bases (to transmit science from my labs). Then I went into the R&D building, then to check back on my active contracts. Suddenly all my active contracts are gone! I'll note that my money didn't seem to go down (like from cancelling them). There is no history of completed contracts done previously, or ones that I have cancelled.

Kind of a bummer, since it also seemed to autosave right over that, so I don't have any way to go back.

I've attached a log file, and there's some bits that I as a developer find might be of interest to you:

```
[LOG 00:17:21.482] [MissionsApp] OnAppStarted(): id: -1801502
[LOG 00:17:21.482] MissionsApp does not execute in this game mode, destroying this instance
[LOG 00:17:21.482] [UIApp] OnDestroy: Missions App
```

```
[LOG 00:17:56.232] [MissionsApp] OnAppStarted(): id: -1819846
[LOG 00:17:56.232] MissionsApp does not execute in this game mode, destroying this instance
[LOG 00:17:56.232] [UIApp] OnDestroy: Missions App
```

```
[ERR 00:20:58.497] Exception handling event onGameSceneLoadRequested in class
SpaceTracking:System.NullReferenceException: Object reference not set to an instance of an object
at KSP.UI.Screens.SpaceTracking.OnSceneLoadRequested (GameScenes scn) [0x00000] in <filename unknown>:0
at EventData`1[GameScenes].Fire (GameScenes data) [0x00000] in <filename unknown>:0
```

```
[EXC 00:20:58.600] NullReferenceException: Object reference not set to an instance of an object
KSP.UI.Screens.SpaceTracking.OnSceneLoadRequested (GameScenes scn)
EventData`1[GameScenes].Fire (GameScenes data)
UnityEngine.Debug:LogException(Exception)
EventData`1:Fire(GameScenes)
HighLogic:SetLoadSceneEventsAndFlags(GameScenes, Boolean)
HighLogic:LoadScene(GameScenes)
KSP.UI.Screens.SpaceTracking:BtnOnClick_LeaveTrackingStation()
UnityEngine.EventSystems.EventSystem:Update()
```

This bug is definitely a *** bug contract. Good luck.

History

#1 - 02/07/2019 07:46 AM - cbanek

- Description updated

#2 - 02/07/2019 07:48 AM - cbanek

- Description updated

#3 - 02/08/2019 05:06 AM - cbanek

Oh another interesting thing is I have two stranded tourists in my "Available Crew" when I launch a new mission from the pad. They are in the list (Mauby, Adney) but there is no contract for them.

#4 - 11/07/2019 08:58 PM - victorr

- *Status changed from New to Need More Info*
- *Assignee set to victorr*

Thanks for your kind words. We've made some changes to the game in the most recent updates and would like some feedback on this issue. Thanks.

Files

KSP.log	577 KB	02/07/2019	cbanek
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