

Kerbal Space Program - Bug #23266

NullPointerException after deselecting maneuver node

07/27/2019 10:48 PM - scytherswings

| | | | |
|------------------------|--|---------------------|--------------|
| Status: | Need More Info | Start date: | 07/27/2019 |
| Severity: | Low | % Done: | 0% |
| Assignee: | victorr | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | 1.7.3 | Language: | English (US) |
| Platform: | Linux | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game, Making History | | |

Description

Scenario: Craft coming into SOI of minmus with target set on station in orbit of minmmus. A plane change maneuver is needed so I used the maneuver node system to get the plane to 0 degrees (still no stable orbit of craft). After completing this ~13.3m/s plane change maneuver successfully, I proceeded to use the maneuver nodes to set up an orbit where the second intersection with the space station would be at ~1km. Once this maneuver node was successfully planned, I clicked on "align retrograde" in the SAS menu in preparation for the upcoming maneuver and 1-2 seconds later the game crashes.

I see in the logs there are many NREs like so:

```
NullPointerException: Object reference not set to an instance of an object
  at ManeuverNodeEditorTabIntercept.UpdateUIElements () [0x00000] in <filename unknown>:0
  at ManeuverNodeEditorTab.WrapperUpdateUIElements () [0x00000] in <filename unknown>:0
  at ManeuverNodeEditorTab.Update () [0x00000] in <filename unknown>:0
```

No mods are installed.

I've reproduced this crash 3 times from this save file, it doesn't always happen immediately which is why I included screenshots of my last attempt to reproduce it. In my last attempt I was able to make the circularization/intercept maneuver node and even time warp to the node. After aligning the craft to retrograde with SAS it crashed a few seconds later. In the left hand corner of my screen I could see the values fluctuating wildly in the handful of seconds before the crash.

The Player.log that I have attached as a single attachment is from my last successful reproduction of the crash, described above.

Thanks for a great game, I hope this is enough information for you to be able to reproduce this crash!

Cheers,
-Andrew

History

#1 - 07/27/2019 10:49 PM - scytherswings

- Subject changed from NullPointerException after deselecting maneuver node while flying by minmus to NullPointerException after deselecting maneuver node

#2 - 10/31/2019 09:48 PM - victorr

- Status changed from New to Need More Info

- Assignee set to victorr

I have been attempting to recreate this crash on the latest 1.8.1 version without success. Could you please attempt yourself? We believe this issue could be fixed with the recent updates.

Files

| | | | |
|-----------------|---------|------------|---------------|
| kspNRE.zip | 3.02 MB | 07/27/2019 | scytherswings |
| screenshots.zip | 1.1 MB | 07/27/2019 | scytherswings |
| Player.log | 949 KB | 07/27/2019 | scytherswings |