

Kerbal Space Program - Bug #23911

SaveUpgradePipeline.v180_ModuleControlSurface.ConvertControlAuthority()
NullReferenceException when encountering part modules, derived from ModuleControlSurface.

10/17/2019 12:42 AM - Boris-Barboris

Status:	New	Start date:	10/17/2019		
Severity:	Low	% Done:	0%		
Assignee:					
Category: Plugins/Add-Ons					
Target version:					
Version:	1.8.0	Language:	English (US)		
Platform:	Linux	Mod Related:	No		
Expansion:	Core Game				
Description					
This is the module I am replacing stock control surface modules with: https://github.com/Boris-Barboris/AtmosphereAutopilot/blob/master/AtmosphereAutopilot/SyncModuleControlSurface.cs#L30					
Currently the game throws nullrefs all over the place of the following form:					
EXC 03:26:54.928] NullReferenceException: Object reference not set to an instance of an object SaveUpgradePipeline.v180_ModuleControlSurface.ConvertControlAuthority (ConfigNode mNode, ModuleControlSurface module) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.v180_ModuleControlSurface.OnUpgrade (ConfigNode node, SaveUpgradePipeline.LoadContext loadContext, ConfigNode parentNode) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.UpgradeScript+<>c__DisplayClass17_0.<Upgrade>b__0 (ConfigNode node, ConfigNode parent) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.UpgradeScript.RecurseNodes (ConfigNode node, System.String[] urlNodes, System.Int32 level, Callback`2[T,U] cb, ConfigNode parent) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.UpgradeScript.RecurseNodes (ConfigNode node, System.String[] urlNodes, System.Int32 level, Callback`2[T,U] cb, ConfigNode parent) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.UpgradeScript.Upgrade (ConfigNode n, SaveUpgradePipeline.LoadContext loadContext) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.SaveUpgradePipeline.RunUpgrade (SaveUpgradePipeline.UpgradeScript uSc, ConfigNode node, SaveUpgradePipeline.LoadContext loadContext) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.SaveUpgradePipeline.RunIteration (ConfigNode srcNode, ConfigNode& node, SaveUpgradePipeline.LoadContext ctx, System.Collections.Generic.List`1[T] scripts, System.Collections.Generic.List`1[T] log) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.SaveUpgradePipeline.Run (ConfigNode node, SaveUpgradePipeline.LoadContext ctx, System.Version AppVersion, System.Boolean& runSuccess, System.String& runInfo, System.Collections.Generic.List`1[System.Collections.Generic.Dictionary`2[SaveUpgradePipeline.UpgradeScript, SaveUpgradePipeline.LogEntry]]& log) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) SaveUpgradePipeline.SaveUpgradePipeline.Run (ConfigNode node, SaveUpgradePipeline.LoadContext ctx, System.Version AppVersion, System.Boolean& runSuccess, System.String& runInfo) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) KSPUpgradePipeline.Process (ConfigNode n, System.String saveName, SaveUpgradePipeline.LoadContext loadContext, Callback`1[T] onSucceed, Callback`2[T,U] onFail) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) KSP.UI.Screens.CraftBrowserDialog.pipeSelectedItem (KSP.UI.Screens.CraftEntry item, KSP.UI.Screens.CraftBrowserDialog+LoadType loadType) (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) KSP.UI.Screens.CraftBrowserDialog.ConfirmLoadCraft () (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) KSP.UI.Screens.CraftBrowserDialog.onButtonLoad () (at <2f09e2f5ae2d4c39b733b9f146e6c807>:0) UnityEngine.Events.InvokableCall.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0) UnityEngine.Events.UnityEvent.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0) UnityEngine.UI.Button.Press () (at <cf3d7c7e794947019dab4cf03528e6eb>:0) UnityEngine.UI.Button.OnPointerClick (UnityEngine.EventSystems.PointerEventData eventData) (at <cf3d7c7e794947019dab4cf03528e6eb>:0) UnityEngine.EventSystems.ExecuteEvents.Execute (UnityEngine.EventSystems.IPointerClickHandler handler, UnityEngine.EventSystems.BaseEventData eventData) (at <cf3d7c7e794947019dab4cf03528e6eb>:0) UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.EventSystems.BaseEventData eventData, UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] functor) (at <cf3d7c7e794947019dab4cf03528e6eb>:0) UnityEngine.EventSystems.EventSystem:Update()					

Looks like a failed downcast and dereference.
Can we do something about it?

History

#1 - 10/17/2019 12:57 AM - Boris-Barboris

- *File KSP.log added*

full KSP.log in attachment

Files

KSP.log

335 KB

10/17/2019

Boris-Barboris