

Kerbal Space Program - Bug #26190

NullPointerException on undocking two spacecraft

10/06/2020 11:48 AM - dive155

Status:	New	Start date:	10/06/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

Here is the video I've recorded of this bug:<https://youtu.be/6wPdOmvfoUI>

Text description:

Game version: 1.10.1.2939 no mods.

System: Windows 10 64 bit.

The situation: I have a cargo plane landed at Laythe's south pole. There is a couple of rovers docked inside the plane's cargo bay. I press "undock" on one of the rover's docking port.

What I expect to happen: Rover is detached from the plane and is able to roll out of the cargo bay.

What actually happens:

- 1) There is a NullPointerException message in the console.
- 2) Rover starts floating upwards as if there is no gravity.
- 3) Even though the rover appears to be physically detached, I can still see the "Undock" button as if the two spacecraft are still connected. Pressing it does nothing except adding more NullRefs to the console.
- 4) If I switch to the first person camera, it renders as if the rover is still within the cargo bay, even though it has already floated away.
- 5) If I try to move the cargo plane away, the third person camera starts glitching out as if it tries to keep both the rover and the plane within the frame, even though they might be hundreds of meters away from each other.
- 6) Finally, If I crash the cargo plane, the console gets flooded with NullPointerException messages.

Steps to reproduce:

- 1) Drop the quick save file into the folder with other save files.
- 2) Hold F9 in the game to load the quick save.
- 3) Try to undock the bigger rover from the from the cargo plane as shown in the video.

I could not attach log file to the ticket (the file uploader keeps showing "error") so here is an external link to the **log file**:

<https://drive.google.com/file/d/1P1T5cxkfV6rDZ4kL1GJAgB05Q3eWljhV/view?usp=sharing>

I also could not attach the **quicksave file** because it exceeds the 5mb file size limit, so I've also uploaded it elsewhere:

https://drive.google.com/file/d/13wu_DMyMWD9uv4YiHE5ypfFDOCsTpFx6/view?usp=sharing