

Kerbal Space Program - Bug #26913

NullReferenceException: Object reference not set to an instance of an object

12/23/2020 01:14 AM - jsheerwood

Status:	New	Start date:	12/23/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

There are two issues where I see this error and I believe they are both related.

Issue #1: When attempting a crewed Mun landing at the Farside Basin, at some point I get horrible lag (graphics get jumpy, inputs take 2-3 seconds to respond). I'm still able to land, but after doing so I am unable to use the menu to go to Kerbal Space Center or the Object Tracker. As far as I can tell, the lagging seems to happen around the time of the autosave (but I'm not at all sure about that).

Issue #2: I've seen this issue on both the Mun and Minimus. When taking off with a lander to attempt a rendezvous with the mother ship, I will not experience lag, but I get the issue with the menu not allowing me to return to Kerbal Space Center or the Object Tracker. Additionally, every time this happens the graphics make it appear that the RCS thrusters are active on the mothership (though no monopropellant is being used and the RCS indicator is off).

The only way I can exit the game in these instances is to CTRL+Tab to a terminal and `kill -1 <pid>` where <pid> is the process ID of KSP. When I return to the game, I'm returned to a point in time prior to any of these events (and usually the second time is more successful, though I haven't had any luck with a "permanent" landing in the Farside Basin). This is severely hampering game play.

I am using no mods and though I have both the Breaking Ground and Making History DLC, I am using neither in this scenario. I am attaching a (truncated, the last 100K lines; can provide full log if necessary) log showing the error (and subsequent stack trace) for when this issue happens. This only started happening after the upgrade to 1.11.0.

History

#1 - 12/23/2020 01:16 AM - jsheerwood

I keep getting an error when attempting to upload the log. Here are the last few lines showing the stack trace:

```
[LOG 19:52:51.192] [StagelInfo]: Recalc Minimum Time Step For Engines Completed
[LOG 19:52:51.192] [StagelInfo]: End of Stage 2 Mass. Start Mass: 21.30477 Fuel Mass Lost = 1.183677 Final Mass 20.12109
[LOG 19:52:51.192] [StagelInfo]: Interim DeltaV Calc. Stage:2 ThrustVector:(282.1, 193.7, -22.7) Simulation Time:10.000 Start Mass:20.12109 End Mass:20.12109 ISP:373.371232770034 Thrust:407 ASL dV:0 VAC dV:0 Actual dV:0
[LOG 19:52:51.192] [StagelInfo]: DeltaV Simulation All engines to stage next are deprived. Stage 2 Last Timestep = 0
[LOG 19:52:51.192] [StagelInfo]: End of Stage 2 Mass. Start Mass: 21.30477 Fuel Mass Lost = 1.183677 Final Mass 20.12109
[LOG 19:52:51.192] [StagelInfo]: Final DeltaV Calc. Stage:2 Start Mass:21.30477 End Mass:20.12109 ASL ISP:367.889307818169 VAC ISP:367.889307818169 Actual ISP:367.889307818169 ASL dV:146.0979 VAC dV:146.0979 Actual dV:146.0979 BurnTime:10
[LOG 19:52:51.192] [StagelInfo]: DeltaV Simulation ended stage 2
[LOG 19:52:51.364] Game Paused!
[LOG 19:52:51.365] [UIMasterController]: ShowUI
[EXC 19:52:53.128] NullReferenceException: Object reference not set to an instance of an object
PartModule.get_HasAdjusters () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PartModule.Save (ConfigNode node) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartModuleSnapshot..ctor (PartModule module) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartSnapshot..ctor (Part PartRef, ProtoVessel protoVessel, System.Boolean preCreate) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartSnapshot..ctor (Part PartRef, ProtoVessel protoVessel) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoVessel..ctor (Vessel VesselRef, System.Boolean preCreate) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoVessel..ctor (Vessel VesselRef) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
Vessel.BackupVessel () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
FlightState..ctor () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
Game.Updated (GameScenes startSceneOverride) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
Game.Updated () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PauseMenu.<draw>b__25_7 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
DialogGUIButton.OptionSelected () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
```

DialogUIButton.<Create>b__23_1 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
UnityEngine.Events.InvokableCall.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
UnityEngine.Events.UnityEvent.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
UnityEngine.UI.Button.Press () (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.UI.Button.OnPointerClick (UnityEngine.EventSystems.PointerEventData eventData) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.ExecuteEvents.Execute (UnityEngine.EventSystems.IPointerClickHandler handler,
UnityEngine.EventSystems.BaseEventData eventData) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.EventSystems.BaseEventData eventData,
UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] functor) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.EventSystem:Update()
[EXC 19:52:56.452] NullReferenceException: Object reference not set to an instance of an object
PartModule.get_HasAdjusters () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PartModule.Save (ConfigNode node) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartModuleSnapshot..ctor (PartModule module) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
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Vessel.BackupVessel () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
FlightState..ctor () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
Game.Updated (GameScenes startSceneOverride) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
Game.Updated () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PauseMenu.<draw>b__25_6 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
DialogUIButton.OptionSelected () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
DialogUIButton.<Create>b__23_1 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
UnityEngine.Events.InvokableCall.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
UnityEngine.Events.UnityEvent.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
UnityEngine.UI.Button.Press () (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.UI.Button.OnPointerClick (UnityEngine.EventSystems.PointerEventData eventData) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
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UnityEngine.EventSystems.BaseEventData eventData) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.EventSystems.BaseEventData eventData,
UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] functor) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.EventSystem:Update()
[LOG 19:52:58.376] Launcher start settings screen: True
[EXC 19:53:01.505] NullReferenceException: Object reference not set to an instance of an object
PartModule.get_HasAdjusters () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PartModule.Save (ConfigNode node) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartModuleSnapshot..ctor (PartModule module) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
ProtoPartSnapshot..ctor (Part PartRef, ProtoVessel protoVessel, System.Boolean preCreate) (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
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Game.Updated () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
PauseMenu.<draw>b__25_12 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
DialogUIButton.OptionSelected () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
DialogUIButton.<Create>b__23_1 () (at <8ed6226a17824027b61a78aa9c35f6f0>:0)
UnityEngine.Events.InvokableCall.Invoke () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
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UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.EventSystems.BaseEventData eventData,
UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] functor) (at <b8803ab285134f53a88a8b0a5eabde77>:0)
UnityEngine.EventSystems.EventSystem:Update()