

## Kerbal Space Program - Bug #26956

### New lights creating null reference exception (no longer an issue, fixed with validation of files on steam)

01/01/2021 11:37 PM - nativeJS

<b>Status:</b>	Not a Bug	<b>Start date:</b>	01/01/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

When starting a fresh clean install of KSP, on xubuntu 18.04, I ran into an issue with the new lights which stops me from opening right click menus on the lights and then on everything else. When in space around kerbin I tried fixing it by swapping between tracking station and the ship, however, the problem kept occurring preventing me from using right click menus anywhere. I've repeated several times and will upload the log and the craft I was running it on.

I'm running a laptop with:

Xubuntu 18.04

Intel(R) Core(TM) i7-7700HQ CPU

32gb SODIMM DDR4 RAM

gtx 1070 mobile (driver 450.36.06)

Running the game on a HDD with plenty of space.

#### History

##### #1 - 01/02/2021 03:16 PM - nativeJS

- Subject changed from *New lights creating null reference exception* to *New lights creating null reference exception (no longer an issue, fixed with validation of files on steam)*

##### #2 - 01/04/2021 11:45 PM - RafaHdz

- Status changed from *New* to *Not a Bug*

#### Files

Player.log	1.33 MB	01/01/2021	nativeJS
Auto-Saved Ship.craft	137 KB	01/01/2021	nativeJS