

Kerbal Space Program - Bug #27073

Attempting to move wheels causes the game to slideshow and the console is flooded with "Exception: NullReferenceException"

01/17/2021 06:40 PM - jackmcsly

Status:	Confirmed	Start date:	01/17/2021
Severity:	Low	% Done:	10%
Assignee:			
Category:	Wheels		
Target version:			
Version:	1.11.0	Language:	English (US), Português-Brazil (Portuguese-Brazil)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		
Description			
When I get an engineer in construction mode and select a wheel in attempt to move it, the game slows down to unplayable levels, the console is flooded with "Exception: NullReferenceException" It happened with all of the movable wheels in the core game, I have not tested with landing gears.			

History

#1 - 01/17/2021 08:23 PM - Anth12

- Subject changed from *Attempting to move wheels causes the game to slideshow* to *Attempting to move wheels causes the game to slideshow and the console is flooded with "Exception: NullReferenceException"*

#2 - 01/17/2021 08:23 PM - Anth12

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

GOG KSP 1.11.0

Video Proof (15sec)

<https://youtu.be/4yg3NEe8KCw>

#3 - 01/17/2021 08:28 PM - Anth12

Though. No performance drop, but that might because my CPU is an i9 9900K

#4 - 01/17/2021 08:31 PM - Anth12

- Language *English (US)* added

#5 - 01/17/2021 08:31 PM - Anth12

- Platform *Windows* added

#6 - 01/18/2021 11:24 AM - jackmcsly

Anth12 wrote:

Though. No performance drop, but that might because my CPU is an i9 9900K

I had my CPU monitor on when it happened, and it wasn't saturated. It's not a performance issue

#7 - 01/18/2021 08:06 PM - Anth12

Interesting. What about part count nearby. Any crafts that are within render range? (or physics?)