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 - jackmcslay

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 - jackmcslay

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?)