Kerbal Space Program - Bug #27097

Adding the first fuel tank make it impossible to select a part and to save or quit the rocket editor in a new career mode

01/20/2021 03:32 PM - sylario

Status:	Need More Info		**Start date:**	01/20/2021
Severity:	Low		**% Done:**	0%
Assignee:	victorr			
Category:	Parts			
Target version:				
Version:	1.11.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

I have repeated this bug with mods, and without mods, before and after checking the files and redownloading the game.
build id = 03045 windows 10 x64.

- Career mode
- Earn enough science to unlock the 2 first tech tree upgrades
- Go to VAB
- Put a control module with the separator thin ring
- Add the only fuel tank available

The fuel tank disseapear. It is now impossible to add any part, or to select existing parts. When trying to quit the VAB, the 3 choice appear, but the buttons do nothing, only way to quit the game is alt+f4.

In sandbox mode, with the same part, there is no bug.

Full log : https://gist.github.com/bsylvain/d82e466c2c2dbb79a246b087a0c74ed6

Here is the relevant part of the logs :

```
[UIMasterController]: ShowUI

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 35)

fuelTankSmallFlat added to ship – part count: 2

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 35)

Uploading Crash Report
    NullReferenceException
      at (wrapper managed-to-native) UnityEngine.Object.GetName(UnityEngine.Object)
      at UnityEngine.Object.get_name () [0x00001] in <5aeafee3fea24f37abd1315553f2cfa6>:0
      at PreFlightTests.StationHubAttachments.TestCondition () [0x0003f] in <f8bc9e2b903e48a5b2
48ab0083c07c62>:0
      at PreFlightTests.DesignConcernBase.Test () [0x00000] in <f8bc9e2b903e48a5b248ab0083c07c6
2>:0
      at KSP.UI.Screens.EngineersReport+TestWrapper.RunTest () [0x00006] in <f8bc9e2b903e48a5b2
48ab0083c07c62>:0
      at KSP.UI.Screens.EngineersReport+<RunTests>d__49.MoveNext () [0x000bb] in <f8bc9e2
b903e48a5b248ab0083c07c62>:0
      at UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, Sys
tem.IntPtr returnValueAddress) [0x00027] in <5aeafee3fea24f37abd1315553f2cfa6>:0

(Filename: <5aeafee3fea24f37abd1315553f2cfa6> Line: 0)
```

History

#1 - 01/22/2021 04:11 PM - sylario

Step by step clarification :

- New Career mode
- Do a flight with 3 goo container to unlock at least 10 science
- The two unlocked research are Engineering 101 and Basic Rocketry
- Create a new rocket with a MK1 command pod and a TD-12 decoupler
- Add a FL-T100 tank (only available)

When you add the tank, the tank vanish, and new parts cannot be connected to the main body of the rocket. Attempt to add new part result in the new part appearing transparent.

Exiting is impossible "Save & continue" and "don't save" do not work.

#2 - 02/09/2021 05:14 PM - victorr

- Assignee set to victorr

#4 - 02/17/2021 12:06 AM - just_jim

- Status changed from New to Need More Info

I have not been able to repro this. Can you attach the save for the game in question, please?

#5 - 02/17/2021 03:12 PM - sylario

No, I reinstalled the game in steam (and deleted every trace of the game in Users folders) and my logs are from after the reinstall

#6 - 02/18/2021 02:00 PM - jukkamuhonen@hotmail.com

I made excatly same steps. Didn't happen for me.

#7 - 02/19/2021 07:47 AM - ReverseVolcanos

just_jim wrote:

> I have not been able to repro this. Can you attach the save for the game in question, please?

I've had the same issues with the decoupler and a save where it reliably recreate this. Fresh install today, no mods. New career, unlocks in Engineering 101 and Basic Rocketry, also survivability.

Attaching a FL-T100 and FL-T200 to the bottom of the TD-12 causes the fuel tanks to disappear and break the VAB. Only way of exiting besides alt+f4 has been selecting "New" and "Do Not Save" which clears the vehical and you can leave the building.

Let me know which files to send over for you to look at