

# Kerbal Space Program - Bug #27189

## Null refrence execption issue with all command modules

01/30/2021 05:23 PM - Tgregg532

<b>Status:</b> Duplicate	<b>Start date:</b> 01/30/2021
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> File System	
<b>Target version:</b>	
<b>Version:</b> 1.11.1	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b> Breaking Ground, Core Game, Making History	

**Description**

When waiting for my command module to come back around for a rendezvous, just as the command module is loaded in I get 2 errors : Error: Module ModuleRCSFX threw during OnStart: System.NullReferenceException and Error: Module ModuleRCSFX threw during ONStartFinished: System.NullReferenceException: Object reference not set to an instance of an object.

When this happens I am unable to save the game, go back to the ksc, recover my vessel, or even quit the game. When I load the persistant save it takes me back to the moment the lander undocked from the command module. The only way to be able to save the game again or recover the kerbals is by destroying the command module on reentry.

This happens with and witout mods, over different save files, and even afer reinstalling on a seperate drive

**Related issues:**

Is duplicate of Kerbal Space Program - Bug #26961: Unable to Save game in KSP...	<b>Resolved</b>	<b>01/03/2021</b>
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### History

#### #1 - 01/30/2021 05:29 PM - Tgregg532

Edit - the Mk1-3 command module rcs ports all look like they are firing when this happens but the rcs is turned off

#### #2 - 01/31/2021 12:16 AM - dok\_377

Duplicate of [#26961](#)

#### #3 - 02/05/2021 06:01 AM - TriggerAu

- Is duplicate of Bug #26961: Unable to Save game in KSP 1.11 added

#### #4 - 02/05/2021 06:01 AM - TriggerAu

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thank for catching the duplicate @dok

### Files

20210130110125_1.jpg	377 KB	01/30/2021	Tgregg532
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