

## Kerbal Space Program - Bug #27520

### Attempting to place SEQ-3 cargo container fails and causes NRE storm

04/10/2021 07:45 PM - Whoop\_whoop\_pull\_up

<b>Status:</b>	New	<b>Start date:</b>	04/10/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Editor		
<b>Target version:</b>			
<b>Version:</b>	1.11.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Ever since the SEQ-3 Cargo Storage Unit was moved from Breaking Ground to the core game with the 1.11.1 update, it has been impossible to add a SEQ-3 to a craft in the VAB or SPH. The SEQ-3 can be picked up from the parts menu without problems, but, when you attempt to attach it to a craft...

1. Upon clicking to attach the SEQ-3, said SEQ-3 disappears (but the Engineer's Report panel still shows the mass and partcount that the SEQ-3 would have added to the craft), and the game throws an **Exception: NullReferenceException** (visible in the Alt-F12 console).
2. While the craft is in this state:
  - Picking up *any* part while the craft is in this state triggers an NRE storm that continues until you set the part down.
  - No more parts can be attached to the craft; attachment nodes fail to generate on the parts you try to add (making it impossible to node-attach these parts), while, if you attempt to surface-attach parts, the part turns green-tinted in the normal manner, but fails to actually *attach* when you click to attach it (the console reports that the part *was* successfully attached, but the part still doesn't attach).
  - Switching to the "Actions", "Crew", or "Cargo" tab causes an additional NRE, and:
    - In the "Actions" tab, attempting to add or remove an action from an action group fails, and generates yet another NRE.
    - In the "Crew" tab, both the "Parts with crew capacity" and "Available crew" menus are completely blank, even if you have available crew and the craft has crewable parts.
    - In the "Cargo" tab, the menu showing the craft's available cargo slots and their current cargo loads is completely blank, even if the craft has parts with cargo capacity.
  - Attempting to switch editors fails, and generates an NRE.
  - If you try to leave the editor, and click the "Don't Save" button on the are-you-sure dialog, it fails, and (again) generates an NRE.
3. Undoing the attempted SEQ-3 addition with Ctrl-Z restores normal behaviour, as long as you don't try adding a SEQ-3 again.

This occurs no matter whether you're in the VAB or the SPH.

Weirdly, this *doesn't* occur if you use a SEQ-3 to *start* a vessel; a SEQ-3 used as the first part of a vessel behaves perfectly normally (any subsequent SEQ-3s you try to add, however, *will* fall prey to the bug).

#### History

##### #1 - 04/10/2021 07:49 PM - Whoop\_whoop\_pull\_up

- File *screenshot1639.png* added
- File *screenshot1647.png* added
- File *screenshot1648.png* added

More screenshots that wouldn't fit in the OP.

##### #2 - 09/10/2021 08:11 AM - WheelonMusk

- File *Duplicate SEQ-9 in tech tree.jpg* added

This issue persists in version 1.12.2.3167.

- The SEQ-9 Container Module also exhibits the bug, but the SEQ-24 Cargo Storage Unit does not have the same bug.
- Attempting to launch vessel will also throw a NRE
- Bug persists after game restart

- Bug is specific to a certain save game. When loading a different save or creating a new save (sandbox or career), the bug does not occur, i.e. the SEQ-3 behaves as normal, but the bug will persist when returning to the original save game.
- Possibly unrelated bug, but both the SEQ-9 and SEQ-3 appear multiple times on their respective nodes in the tech tree (see attached screenshot).

**Files**

screenshot1623.png	812 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1624.png	813 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1630.png	805 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1633.png	809 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1637.png	811 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1643.png	780 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1644.png	742 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1650.png	903 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1649.png	942 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1646.png	1.03 MB	04/10/2021	Whoop_whoop_pull_up
screenshot1639.png	803 KB	04/10/2021	Whoop_whoop_pull_up
screenshot1647.png	1.02 MB	04/10/2021	Whoop_whoop_pull_up
screenshot1648.png	1.04 MB	04/10/2021	Whoop_whoop_pull_up
Duplicate SEQ-9 in tech tree.jpg	70.3 KB	09/10/2021	WheelonMusk