

Kerbal Space Program - Bug #27956

shift-move of parts in VAB causes parts to disappear

06/12/2021 10:22 AM - Biohazard

Status:	New	Start date:	06/12/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Hi,

In the VAB, when shift-moving certain part combinations, all the parts disappear.

Steps to reproduce:

- Start new ship in VAB.
- Add a Probadobodyne HECS as first part (also works with OCTO).
- Add a Mk1-3 Command pod underneath the probe core (also happens for the Mk3 Cockpit, but i.e. not with Mk1 Lander Can).
- Move both parts by shift-selecting the Mk1-3 Command Pod, move it somewhere else, release.

Results:

- Both parts disappear, but they are still somewhat present, as adding another command module behaves differently than with an empty VAB.
- Starting a new ship construction or loading a saved assembly works, but launching the invisible ship fails, and trying to exit the VAB without resetting it (via building a new / loading an existing ship) results in a complete lockup of the game. The dialog asking whether to save the ship appears, but selecting "do not save" does nothing.
- KSP Log shows the following lines:

```
[LOG 02:25:43.714] mk1-3pod added to ship - part count: 2
```

```
[EXC 02:25:45.761] NullReferenceException
```

```
UnityEngine.Object.get_name () (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
```

```
PreFlightTests.StationHubAttachments.TestCondition () (at <dc0e5f458c0f4571ad839b9c4153f347>:0)
```

```
PreFlightTests.DesignConcernBase.Test () (at <dc0e5f458c0f4571ad839b9c4153f347>:0)
```

```
KSP.Ul.Screens.EngineersReport+TestWrapper.RunTest () (at <dc0e5f458c0f4571ad839b9c4153f347>:0)
```

```
KSP.Ul.Screens.EngineersReport+<RunTests>d__49.MoveNext () (at <dc0e5f458c0f4571ad839b9c4153f347>:0)
```

```
UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at <7d9ec060e791409ab3eb85c61e312ed6>:0)
```

I tested this with a completely fresh install of KSP plus both DLCs, no mods, default config except fullscreen and screen resolution.

Versions and system:

KSP 1.11.2.3077 (Linux version)

Making History 1.11.1

Breaking Ground 1.6.1

System: Gentoo Linux 5.10.27 64bit, AMD Ryzen 2700, 32 GB RAM, AMD RX470 Graphics

History

#1 - 06/14/2021 08:21 PM - Biohazard

Seems to be a duplicate of bug [#27045](#).

My bad, just saw that one.