

Kerbal Space Program - Bug #28070

"Tidy up debris cluttering KSC" causes problems to quick saves

06/26/2021 08:25 PM - alocritani

Status:	New	Start date:	06/26/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

In attached savegame, "Tidy up debris cluttering KSC" is on
if you try to quick save when flying (if at launchpad everything works fine), nothing happens and in log I found

```
[EXC 22:18:54.649] ArgumentException: Index was out of range. Must be non-negative and less than the size of the collection.
```

```
Parameter name: index
```

```
System.ThrowHelper.ThrowArgumentOutOfRangeException (System.ExceptionArgument argument, System.ExceptionResource resource) (at <9577ac7a62ef43179789031239ba8798>:0)
```

```
System.ThrowHelper.ThrowArgumentOutOfRangeException () (at <9577ac7a62ef43179789031239ba8798>:0)
```

```
Vessel.get_LandedInStockLaunchSite () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
FlightState..ctor () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
Game.Updated (GameScenes startSceneOverride) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
Game.Updated () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.doSave (System.String filename, System.String screenMsg) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.quickSave (System.Boolean saveAs) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.Update () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

If I tried a named quick save (ALT+F5) game hangs and in log I find

```
[EXC 22:11:28.581] ArgumentException: Index was out of range. Must be non-negative and less than the size of the collection.
```

```
Parameter name: index
```

```
System.ThrowHelper.ThrowArgumentOutOfRangeException (System.ExceptionArgument argument, System.ExceptionResource resource) (at <9577ac7a62ef43179789031239ba8798>:0)
```

```
System.ThrowHelper.ThrowArgumentOutOfRangeException () (at <9577ac7a62ef43179789031239ba8798>:0)
```

```
Vessel.get_LandedInStockLaunchSite () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
FlightState..ctor () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
Game.Updated (GameScenes startSceneOverride) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
Game.Updated () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.doSave (System.String filename, System.String screenMsg) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.OnSaveAsClose (System.String saveName, System.Boolean pauseGame, QuickSaveLoad+FinishedSaveLoadDialogCallback onSaveAsCloseReturn) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad.ShowDialog (System.Boolean pauseGame, QuickSaveLoad+FinishedSaveLoadDialogCallback onSaveAsCloseReturn) (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
QuickSaveLoad+<>c__DisplayClass30_0.<SpawnSaveAsDialog>b__1 () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
DialogGUIButton.OptionSelected () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
DialogGUIButton.<Create>b__23_1 () (at <a1ca58b5ca7140639de29a81de5e3f32>:0)
```

```
UnityEngine.Events.InvokableCall.Invoke () (at <12e76cd50cc64cf19e759e981cb725af>:0)
```

```
UnityEngine.Events.UnityEvent.Invoke () (at <12e76cd50cc64cf19e759e981cb725af>:0)
```

```
UnityEngine.UI.Button.Press () (at <2d96a890bfa54a0e8b00b1a5c3019a1a>:0)
```

```
UnityEngine.UI.Button.OnPointerClick (UnityEngine.EventSystems.PointerEventData eventData) (at <2d96a890bfa54a0e8b00b1a5c3019a1a>:0)
```

```
UnityEngine.EventSystems.ExecuteEvents.Execute (UnityEngine.EventSystems.IPointerClickHandler  
handler, UnityEngine.EventSystems.BaseEventData eventData) (at <2d96a890bfa54a0e8b00b1a5c3019a1a>:  
0)  
UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.  
EventSystems.BaseEventData eventData, UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] f  
unctor) (at <2d96a890bfa54a0e8b00b1a5c3019a1a>:0)  
UnityEngine.EventSystems.EventSystem:Update()
```

Files

C1.zip	456 KB	06/26/2021	alocritani
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