

Kerbal Space Program - Bug #28289

Any plugins without file versions will crash assembly loader system

07/15/2021 02:48 AM - daumantas.m7@gmail.com

Status:	New	Start date:	07/15/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Modding		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	Yes
Expansion:	Core Game		
Description			
https://forum.kerbalspaceprogram.com/index.php?/topic/203262-stuck-on-loading-part-upgrades-112/			
Some external plugins have no file versions which prevents KSP from loading. Modifying version values with pefile package and ILMerge has no effect even though all other tools show modified version values.			
The relevant stacktrace: [EXC 03:10:13.129] ArgumentNullException: Value cannot be null. Parameter name: input System.Version.Parse (System.String input) (at <9577ac7a62ef43179789031239ba8798>:0) System.Version..ctor (System.String version) (at <9577ac7a62ef43179789031239ba8798>:0) AssemblyLoader.LoadPluginInfo (System.IO.FileInfo file, System.String url, ConfigNode assemblyNode) (at <a1ca58b5ca7140639de29a81de5e3f32>:0) GameDatabase+<LoadObjects>d__90.MoveNext () (at <a1ca58b5ca7140639de29a81de5e3f32>:0) UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at <12e76cd50cc64cf19e759e981cb725af>:0) UnityEngine.MonoBehaviour:StartCoroutine(IEnumerator) <CreateDatabase>d__71.MoveNext() UnityEngine.MonoBehaviour:StartCoroutine(IEnumerator) GameDatabase:StartLoad() <LoadSystems>d__11.MoveNext() UnityEngine.MonoBehaviour:StartCoroutine(IEnumerator) LoadingScreen:Start()			

History

#1 - 07/15/2021 03:36 PM - daumantas.m7@gmail.com

The issue comes from some plugins missing VERSIONINFO sections altogether. Adding the section fixes loading errors.