

## 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

<b>Status:</b>	New	<b>Start date:</b>	07/15/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Modding		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	Yes
<b>Expansion:</b>	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.