

## Kerbal Space Program - Bug #28468

### Maneuver tool code spews OverflowException and slows the game down when using a warp drive to enter a system

08/28/2021 08:14 PM - JonnyOThan

<b>Status:</b>	New	<b>Start date:</b>	08/28/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	Yes
<b>Expansion:</b>	Core Game		

#### Description

I'm using blueshift's warp drive to enter a distant system. As soon as I entered the star's SOI, the framerate slowed to a crawl. Inspecting the log shows that this exception is getting spewed:

```
12336883 [EXC 16:00:09.605] OverflowException: Negating the minimum value of a twos complement number is invalid.
12336884     System.Math.AbsHelper (System.Int32 value) (at <9577ac7a62ef43179789031239ba8798>:0)
12336885     System.Math.Abs (System.Int32 value) (at <9577ac7a62ef43179789031239ba8798>:0)
12336886     UnityEngine.Mathf.Abs (System.Int32 value) (at <12e76cd50cc64cf19e759e981cb725af>:0)
12336887     KSPUtil+DefaultDateTimeFormatter.get_date_from_UT (System.Double time, System.Int32 year_len, System.Int32 day_len) (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336888     KSPUtil+DefaultDateTimeFormatter.GetKerbinDateFromUT (System.Double time) (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336889     KSPUtil+DefaultDateTimeFormatter.GetDateFromUT (System.Double time) (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336890     KSPUtil+DefaultDateTimeFormatter.PrintDateDeltaCompact (System.Double time, System.Boolean includeTime, System.Boolean includeSeconds, System.Boolean useAbs, System.Int32 interestedPlaces) (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336891     KSPUtil.PrintDateDeltaCompact (System.Double time, System.Boolean includeTime, System.Boolean includeSeconds, System.Int32 interestedPlaces, System.Boolean useAbs) (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336892     TransferTypeSimple.UpdateTopData () (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336893     TransferTypeSimple.OnUpdate () (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336894     ManeuverTool.Update () (at <cd473063d3a2482f8d93d388d0c95035>:0)
12336895     UnityEngine.DebugLogHandler:LogException(Exception, Object)
12336896     ModuleManager.UnityLogHandle.InterceptLogHandler:LogException(Exception, Object)
12336897     UnityEngine.Debug:CallOverridenDebugHandler(Exception, Object)
```

Since the warp drive translates the ship without changing its velocity, I'm sure my ballistic trajectory's transitions are a little bonkers. But I'm pretty sure you could cause this to happen without mods too.