

Kerbal Space Program - Bug #5098

Docking with claw when claw-equipped ship not focused breaks physics

06/01/2015 03:39 PM - ringerc

Status:	Duplicate	Start date:	06/01/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

If a ship with a claw is lined up on another vessel, then focus is switched to the target vessel and the claw engages, both vessels appear to "fall" out of the camera and begin moving anomalously.

This is simple to reproduce in 1.0.2.

- Start a new sandbox game.
- Launch a ship with claw into LkO
- Launch a second ship to serve as a target
- Rendezvous and match orbits
- Switch to the vessel with the claw
- Arm the claw
- Line the clawed vessel up on the other one
- Accelerate to set up a docking lineup
- Switch focus with] to the target vessel

When the two dock, they'll both fall off screen.

See attached screenshot for debug log, which repeats:

[Exception]: NullReferenceException

[Exception]: NullReferenceException: Object reference not set to an instance of an object

endlessly.

Related issues:

Related to Kerbal Space Program - Bug #5264: NPE caused by connecting active ...	Duplicate	07/24/2015
Is duplicate of Kerbal Space Program - Bug #2753: New kraken: all ships accel...	Closed	07/12/2014

History

#1 - 06/01/2015 03:43 PM - ringerc

KSP.log

```
[LOG 23:28:25.278] stage manager resuming...
[LOG 23:28:25.320] Unpacking Claw Bug Tester
[LOG 23:28:25.320] Unpacking Claw Bug Tester
[LOG 23:28:31.260] SCREENSHOT!!
[LOG 23:28:31.944] SCREENSHOT!!
[LOG 23:28:32.659] SCREENSHOT!!
[LOG 23:28:33.046] SCREENSHOT!!
[LOG 23:28:33.458] SCREENSHOT!!
[LOG 23:28:34.293] SCREENSHOT!!
[LOG 23:28:34.890] SCREENSHOT!!
[LOG 23:28:35.461] SCREENSHOT!!
[LOG 23:28:38.723] [Grapple Module] Grabbing on to FL-T800 Fuel Tank on Claw Bug Tester
[LOG 23:28:38.724] [PlanetariumCamera]: Focus: Kerbin
[LOG 23:28:38.737] [Grapple Joint]: joint ready
[EXC 23:28:38.743] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
```

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    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.743] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()
[EXC 23:28:38.747] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.748] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()
[EXC 23:28:38.759] NullReferenceException: Object reference not set to an instance of an object
    VesselAutopilotUI.LateUpdate ()
[EXC 23:28:38.760] NullReferenceException: Object reference not set to an instance of an object
    FlightUIController.LateUpdate ()
[EXC 23:28:38.761] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.LateUpdate ()
[EXC 23:28:38.761] NullReferenceException
    UnityEngine.Component.get_transform ()
    FlightGlobals.get_upAxis ()
    FlightCamera.UpdateCameraTransform ()
    FlightCamera.LateUpdate ()
[EXC 23:28:38.771] NullReferenceException
    UnityEngine.Component.get_transform ()
    VesselLabels.DrawGUI ()
    RenderingManager.OnGUI ()
[EXC 23:28:38.776] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.777] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()
[EXC 23:28:38.780] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.781] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()
[EXC 23:28:38.793] NullReferenceException: Object reference not set to an instance of an object
    VesselAutopilotUI.LateUpdate ()
[EXC 23:28:38.794] NullReferenceException: Object reference not set to an instance of an object
    FlightUIController.LateUpdate ()
[EXC 23:28:38.794] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.LateUpdate ()
[EXC 23:28:38.794] NullReferenceException
    UnityEngine.Component.get_transform ()
    FlightGlobals.get_upAxis ()
    FlightCamera.UpdateCameraTransform ()
    FlightCamera.LateUpdate ()
[EXC 23:28:38.804] NullReferenceException
    UnityEngine.Component.get_transform ()
    VesselLabels.DrawGUI ()
    RenderingManager.OnGUI ()
[EXC 23:28:38.810] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.810] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()
[EXC 23:28:38.813] NullReferenceException
    UnityEngine.Component.get_transform ()
    OrbitPhysicsManager.checkReferenceFrame ()
    OrbitPhysicsManager.FixedUpdate ()
[EXC 23:28:38.814] NullReferenceException
    UnityEngine.Component.get_transform ()
    FloatingOrigin.FixedUpdate ()

```

.. and so on.

#2 - 06/01/2015 03:45 PM - ringerc

Note that this may be related to [#5097](#) - but I can't seem to break timewarp with this technique, unlike the other one, and the breakage caused by this technique seems to be recoverable by leaving to space center if you're fast enough.

#3 - 06/03/2015 10:43 AM - Geschosskopf

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This bug has been reported many times before. It's been around since the Claw was 1st introduced back in 0.23.5. A number of YouTubers have been exploiting this ever since in comedy videos.

#4 - 06/12/2015 06:59 AM - ringerc

Geschosskopf wrote:

This bug has been reported many times before. It's been around since the Claw was 1st introduced back in 0.23.5. A number of YouTubers have been exploiting this ever since in comedy videos.

Hopefully the team will have some time to chase such old bugs and stabilize now that "1.0" has hit.

It might be worth closing this as a duplicate then, if there's an authoritative bug # for it. I didn't find one.

#5 - 07/02/2015 04:15 PM - Squelch

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

Issue [#2753](#) is the earliest report of this.

As requested, marked as duplicate, but please continue to report further findings.

#6 - 07/02/2015 04:16 PM - Squelch

- Is duplicate of Bug #2753: New kraken: all ships accelerate randomly and are uncontrollable when time warp is engaged added

#7 - 07/25/2015 12:27 AM - Squelch

- Related to Bug #5264: NPE caused by connecting active vessel to non-active vessel klaw added

Files

buglog.png	574 KB	06/01/2015	ringerc
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