

Kerbal Space Program - Bug #9577

Vessel Loading Error pop-up generates Nullref

04/29/2016 12:53 AM - JPLRepo

Status:	Closed	Start date:	04/29/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

If you have several vessels in flight in a save file and when you re-launch the game (and a part/config file is missing) a pop-up dialog comes up saying "Vessel Loading Error".

Which seems fine when there is only ONE vessel affected. But if you have multiple vessels affected the pop-up dialogs are generated for each vessel and the "OK" button is bugged. (see screenshots attached).

A null reference error occurs:

```
[EXC 10:40:32.280] NullReferenceException: Object reference not set to an instance of an object
```

```
PopupDialog.SpawnPopupDialog (.MultiOptionDialog dialog, Boolean persistAcrossScenes, .UISkinDef skin, Boolean isModal)
```

```
PopupDialog.SpawnPopupDialog (Vector2 anchorMin, Vector2 anchorMax, .MultiOptionDialog dialog, Boolean persistAcrossScenes, .UISkinDef skin, Boolean isModal)
```

```
PopupDialog.SpawnPopupDialog (Vector2 anchorMin, Vector2 anchorMax, System.String title, System.String message,
```

```
System.String buttonText, Boolean persistAcrossScenes, .UISkinDef skin, Boolean isModal)
```

```
ProtoVessel.Load (.FlightState st)
```

```
FlightState.Load ()
```

```
Game.Load ()
```

```
SpaceCenterMain+<Start>c__IteratorA3.MoveNext ()
```

Once you click ok, I also noticed that not all the kerbals then appear as missing (see screenshots attached).

First noticed this with mods and missing mod installs/parts.

But can easily be recreated with just stock and renaming/removing a stock config/part.

Logs and screenshots attached.

To Re-produce launch several vessels with same parts.. Close KSP. Rename/remove the config file for one or more of the parts on the launched vessels.

Re-launch KSP and observe.

History

#1 - 04/30/2016 02:32 AM - sal_vager

- Status changed from New to Confirmed

- Severity changed from Normal to High

- % Done changed from 0 to 10

Breaks the game here so this issue is high.

#2 - 04/30/2016 04:10 AM - NathanKell

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

1.1.2.

#3 - 06/12/2016 11:04 AM - JPLRepo

- Status changed from Resolved to Closed

Files

2016-04-29 10_42_24-Kerbal Space Program.png	86.5 KB	04/29/2016	JPLRepo
2016-04-29 10_42_36-Kerbal Space Program.png	82.7 KB	04/29/2016	JPLRepo
2016-04-29 10_42_14-Kerbal Space Program.png	111 KB	04/29/2016	JPLRepo
2016-04-29 08_55_26-Kerbal Space Program.png	64.6 KB	04/29/2016	JPLRepo
2016-04-29 10_40_41-Kerbal Space Program.png	128 KB	04/29/2016	JPLRepo
KSP.log	197 KB	04/29/2016	JPLRepo
output_log.txt	432 KB	04/29/2016	JPLRepo