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 whent here 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 buttonMessage, 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