

Kerbal Space Program - Feedback #9866

When iterating through PartModules, each call should be wrapped in a try/catch block

06/07/2016 03:42 AM - blowfish

Status:	Closed		
Severity:	Low		
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Methods like OnStart(), OnUpdate(), OnFixedUpdate() are called by iterating through PartModules. But if one PartModule throws an exception (which is pretty common in mods), then it will cause the method to not be called on any other module, and possibly some of KSP's own code to not execute too (basically up to the last method that was called by Unity directly). If each call were wrapped in a try/catch, it would at least prevent odd coupling issues where one bad module causes several other things to break. I'd recommend doing this for all of PartModule's virtual methods.

History

#1 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/17/2016 09:51 PM - blowfish

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Moving to Modders' Corner and closing