

Kerbal Space Program - Bug #10014

Resources missing from list when loading from eva

06/22/2016 09:21 PM - Brusura

Status: Duplicate	Start date: 06/22/2016
Severity: Normal	% Done: 100%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.1.3	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description BUG is still present 1.1.3 x64 (steam) Resources are not listed when loading a kerbal on eva and then switching to a craft in physics range, the bug is not present if craft is loaded first instead of the kerbal on eva Launch the craft Go on eva Switch back to craft with brackets check all resources listed Go to space center select kerbal on eva and click fly Switch back to craft with brackets check again all resource listed http://bugs.kerbalspaceprogram.com/issues/9975	
Related issues: Related to Kerbal Space Program - Bug #9975: Resources missing from list when... Confirmed 06/16/2016	

History

#1 - 06/23/2016 09:15 AM - sal_vager

- Related to Bug #9975: Resources missing from list when loading from eva added

#2 - 06/23/2016 09:15 AM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This is a duplicate of issue [#9975](#) :)

#3 - 06/23/2016 01:36 PM - Brusura

sal_vager wrote:

This is a duplicate of issue [#9975](#) :)

Hi sal_vager , the version was 1.1.2 that why I thought of adding this new one for 1.1.3 , can you explain how bug tracker works in this case? I mean do you resolve and take care of bugs in older versions when the new one is out?

Thanks

#4 - 07/02/2016 11:13 AM - sal_vager

Hi Brusura, as this issue hasn't been addressed yet it still exists in 1.1.3, and we only need one issue report for each bug otherwise the tracker becomes flooded with duplicates, inflating their numbers.

It would have been best to update the existing report, the affected version number remains as-is to show when this issue first appeared.

Thank you.