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.