# Kerbal Space Program - Bug #1191

## Case sensitivity of Flags folder

08/07/2013 04:35 PM - MacTee

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 08/07/2013 |
| **Severity:** | Very Low | | **% Done:** | 100% |
| **Assignee:** | | | | |
| **Category:** | Parts | | | |
| **Target version:** | | | | |
| **Version:** | 0.21.1 | | **Language:** | English (US) |
| **Platform:** | Windows | | **Mod Related:** | No |
| **Expansion:** | | | | |

### Description

I have added some Flags to my own folder in GameData (KSP_Install/GameData/myflags/flags) but they don't show up in the flag selection. After a few minutes of confusion i figured out that the folder must have a uppercase F (KSP_Install/GameData/myflags/Flags).
Just a rename later the flags show up in the flag selection.

To reproduce:
1. just rename the flags folder in GameData/Squad/Flags to GameData/Squad/flags.
2. start the KSP, and start a new Game.
3. look at the flag selection ... no more vanilla flags.

I think you will have the same problem with the other folder like Parts, Sounds, ...

My guess is that there is just a simple string compare for the path checks.
This could be resolved just by adding a ToLower() to both sides (strings) of the string compare.

### History

**#1 - 08/16/2013 08:02 AM - Ted**

*- Category set to Parts*

*- Severity changed from Low to Very Low*

**#2 - 07/27/2015 06:04 PM - Squelch**

*- Platform Win32 added*

*- Platform deleted (Windows)*

**#3 - 07/17/2016 09:33 AM - TriggerAu**

*- Status changed from New to Needs Clarification*

**#4 - 07/17/2016 10:21 PM - Claw**

*- Status changed from Needs Clarification to Confirmed*

*- % Done changed from 0 to 10*

*- Platform Windows added*

*- Platform deleted (Win32)*

Confirmed, 1.1.3

**#6 - 11/11/2016 12:41 PM - sal_vager**

*- Status changed from Confirmed to Resolved*

*- % Done changed from 10 to 100*

This is fixed in 1.2

**#7 - 11/14/2016 10:18 AM - JPLRepo**

*- Status changed from Resolved to Closed*