

## Kerbal Space Program - Feedback #13132

### Feature request: An event to notify about a save action about to start

10/28/2016 07:13 AM - IgorZ

<b>Status:</b>	New		
<b>Severity:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.2.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Some parts from custom mods may need to update part's data when game is being saved. Problem of existing OnSave methods and events is that they are called *after* the values have been saved into ConfigNode. At this point it's too late to change the values. There are workarounds but all of them are ugly or error prone (usually, both). It would be nice to have an event in GameEvents that is called just before any save state activity is about to start. This will let mods updating their data as needed.

E.g. in KAS 1.0 (<http://forum.kerbalspaceprogram.com/index.php?/topic/150195-12-beta-kerbal-attachment-system-kas-v10>) there is a pivot joint (TJ-2 or TB-60) that needs to update orgPos/orgRot *before* the save process is started. Otherwise, the loaded vessel will have a pivoted part rotated as it was at the moment of *coupling* instead of the moment of *saving*.

#### History

##### #1 - 10/28/2016 07:21 AM - IgorZ

The correct category is "Plugins/Add-ons". Sorry.

##### #2 - 06/14/2019 10:09 PM - nestor

- Tracker changed from Bug to Feedback

- Start date deleted (10/28/2016)

Changing to Feedback.