Kerbal Space Program - Bug #13370

Gizmos dont appear in the VAB/SPH when subassembly is used when there is nothing in the VAB/SPH to start with

12/05/2016 01:08 AM - Anth12

Status:	Closed		**Start date:**	12/05/2016
Severity:	Very Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.2.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

GOG KSP 1.2.1.1604 Clean Install. No Mods:Sandbox

Das showed me this interesting bug.

Discription: Gizmos dont appear in the VAB/SPH when subassembly is used when there is nothing in the VAB/SPH to start with.

screenshot2.png: As you can see the top left should have the gizmo displayed but doesnt.
screenshot3.png: They arent there even after pulling the subassembly apart.
screenshot4.png: Now the gizmos have appeared after getting another subassembly. This happens also when getting a standard part.

Work around:
Add another subassembly or standard part.

History

#1 - 10/18/2019 03:36 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 10/18/2019 03:37 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 10/18/2019 04:11 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot2.png	2.55 MB	12/05/2016		Anth12
screenshot3.png	2.57 MB	12/05/2016		Anth12
screenshot4.png	2.63 MB	12/05/2016		Anth12