

Kerbal Space Program - Bug #13408

Faring does not have "delete" or "edit" button in editor.

12/10/2016 10:57 PM - tuckjohn

Status:	Confirmed	Start date:	12/10/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

If you are building a faring and then hit the "save" button, then exit the VAB (while still building the faring), load another craft, then go back to the Space Center and then into the VAB and re-load the craft that you just saved, the progress of the built faring will be there but you will not be able to edit or delete the faring.

Tested on the steam version of KSP v.2.21622 x64, Windows 10 OS.

History

#1 - 12/12/2016 09:29 AM - JPLRepo

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed.

If you save and exit the VAB without completing a fairing you get spammed:

```
NullReferenceException: Object reference not set to an instance of an object
  at ModuleProceduralFairing.<SetupEditorFSM>m__287 () [0x00000] in <filename unknown>:0
  at KerbalFSM.LateUpdateFSM () [0x00000] in <filename unknown>:0
  at ModuleProceduralFairing.LateUpdate () [0x00000] in <filename unknown>:0
```

(Filename: Line: -1)

The fairing can no longer be completed but can be thrown away and a new part added.