

## Kerbal Space Program - Bug #13466

### Fairing cost does not reflect real price after the ship is loaded from "Load a Craft" option in VAB

12/20/2016 10:25 AM - mystikro

|                        |          |                     |              |
|------------------------|----------|---------------------|--------------|
| <b>Status:</b>         | Closed   | <b>Start date:</b>  | 12/20/2016   |
| <b>Severity:</b>       | Low      | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |          |                     |              |
| <b>Category:</b>       | Gameplay |                     |              |
| <b>Target version:</b> |          |                     |              |
| <b>Version:</b>        | 1.2.2    | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows  | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |          |                     |              |

#### Description

Hi,

I have encountered a bug related to displayed ship cost while using a loaded ship in VAB.

Issue: fairing cost does not reflect anymore after the ship is loaded from "Load a Craft" option in VAB. However, the real price is deducted from the total funds, but the cost is not properly shown in VAB after loading a saved model.

Steps to reproduce:

1. Go to VAB and create a basic ship (I have used only the OKTO2 module);
2. Add a fairing under the ship and complete the fairing (the size does not matter nor the type of fairing selected);
3. Note the total cost of the ship and save the ship;
7. Press "New" then click on the "Open" menu to load the ship;
9. In the list of craft, notice the price still reflects the correct value;
10. Load the ship and notice that the price has changed.

This issue seems to be related to the game not taking into consideration the cost of the fairing model after the ship is loaded.

When the ship is built, the price is correct, but after it is loaded (say you want to launch the same model again later) the cost is different.

As evidence of this being caused by the fairing model I also have the steps below:

1. Load the previously saved ship; (screenshot 1 2)
2. Move the fairing module from underneath the ship and place it next to the ship (do not delete it); (screenshot 3)
3. Move the fairing module back under the ship; (screenshot 4)
4. Notice that the price now matches the description (from the load a ship menu);
5. Deleting the fairing model (but keeping the fairing base) shows the "incorrect price" that was shown after the ship was loaded prior to step 2. (screenshot 5)

I use only visual mods and no parts mods (SVE, XScience and VOID).

Please see the attached screenshots.

#### History

##### #1 - 07/01/2019 03:45 PM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10

Issue no longer occurs

##### #2 - 07/01/2019 03:46 PM - Robert.Keech

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

#3 - 07/01/2019 11:21 PM - chris.fulton

- Status changed from Resolved to Closed

## Files

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|                                   |        |            |          |
|-----------------------------------|--------|------------|----------|
| screenshot1 (saved price).jpg     | 291 KB | 12/20/2016 | mystikro |
| screenshot2 (loaded model).jpg    | 303 KB | 12/20/2016 | mystikro |
| screenshot3 (fairing moved).jpg   | 307 KB | 12/20/2016 | mystikro |
| screenshot4 (fairing readded).jpg | 311 KB | 12/20/2016 | mystikro |
| screenshot5 (fairing deleted).jpg | 288 KB | 12/20/2016 | mystikro |