

Kerbal Space Program - Bug #13751

New MK1 Cockpit Transforms into Old MK1 cockpit

02/05/2017 09:13 PM - funky_bibimbap

Status:	Acknowledged	Start date:	02/05/2017
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hi, I'm experiencing the same bug as described in <http://bugs.kerbalspaceprogram.com/issues/5933> .

Here are a few things:

- I installed/updated the game through GOG Galaxy
- My oldest save seems to be from the 1.0.4 version
- My current version is 1.2.2.1622
- I ran into the bug after starting a new career in the current version

I can see that the old file was not removed, and is still loaded, but for completeness' sake I'm also attaching my log file.

History

#1 - 06/24/2017 11:04 PM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100

The point is that you updated the game on top of a previous version that had the old cockpit. Doing this in effect creates a "modded" game with the old extra parts being included in the parts directories.
To get rid of the old parts, you need to do a "clean" install. That is, you need to install the game into a different folder than your old game is stored in.

Files

KSP.log	210 KB	02/05/2017	funky_bibimbap
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