

Kerbal Space Program - Bug #1990

Extra spaces add to moduleName

12/19/2013 09:55 AM - TaranisElsu

Status:	Closed	Start date:	12/19/2013
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When I override the moduleName with my own string to be displayed in the editor, it adds extra spaces. It seems like KSP adds a space every time it encounters a non-uppercase character followed by an uppercase letter:

For example: "MyModuleName" becomes "My Module Name".

The problem is that: "My Module Name" becomes "My Module Name", and "TAC My Module" becomes "TAC My Module", or similarly: "TACMyModule" becomes "TACMy Module"

Proposed solution: Please do not add an extra space if a space character precedes the uppercase letter. That way I can use "TAC My Module".

History

#1 - 07/11/2014 09:19 PM - TaranisElsu

- Severity changed from Low to Unworthy

This should just be closed. I was not aware of the KSPModule attribute at the time I wrote this. Documentation FTW :)

#2 - 09/17/2014 07:12 PM - Ted

- Status changed from New to Closed

- % Done changed from 0 to 100

Consider it done.