

## Kerbal Space Program - Bug #28615

### Mk3 Passenger Module has too many inventory slots

03/16/2022 03:17 PM - invisiblewonder@gmail.com

<b>Status:</b>	New	<b>Start date:</b>	03/16/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts action window		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Since inventory slots are not minimizable, the UI panel for the MK3 Passenger Module is too long and spawns the crew transfer dialog below the bottom of the screen. Transferring tourists from this part becomes very difficult.

Repro 100%: load up 16 crew into this module and try to transfer crew to another module.

This module does not need 16 slots, so an easy fix is in:

```
GameData/Squad/Parts/FuelTank/mk3Fuselage/CREW.cfg
```

which is to dial down the slots:

```
InventorySlots = 4
```

Which allows enough screen space for the transfer dialog, if the *passenger's* inventory slots are minimized, as well. One could argue that those should default to minimized for passengers that load empty-handed.