

Kerbal Space Program - Bug #3483

Parts change when vehicle launch.

11/08/2014 06:37 PM - Chezburger7300

Status:	Not a Bug	Start date:	11/08/2014
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hello again, I have another bug that I have experienced since the .25 update. When I use the new spaceplane fuselages and some of the new wings, when I click on the launch button and go to the runway they're changed to the pre-.25 variants. I've included some screenshots of the issue. I'm running Windows 8.1, and running the game on x32, however the issue was present when I used x64 as well. I'm running the game through the steam program. I've also included a craft file which I'm pretty sure is the craft in the screenshots. I apologise if it isn't. Any help is greatly appreciated.

History

#1 - 11/09/2014 07:50 PM - aureus

This may actually have the same root cause as [#3482](#). If you have duplicate parts in the part catalog with the same name, it may be looking up the parts by name when you launch and finding the older versions.

#2 - 11/10/2014 01:21 AM - Chezburger7300

Yep, I reinstalled the gamedata folder, and voila! Fixed! Any way I can delete these posts?

#3 - 11/10/2014 07:14 AM - unseeingwhale

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Closed per above.

Files

screenshot25.png	2.29 MB	11/08/2014	Chezburger7300
screenshot24.png	2.74 MB	11/08/2014	Chezburger7300
screenshot26.png	2.51 MB	11/08/2014	Chezburger7300
screenshot27.png	1.86 MB	11/08/2014	Chezburger7300
screenshot28.png	2.45 MB	11/08/2014	Chezburger7300
Auto-Saved Ship.craft	75.1 KB	11/08/2014	Chezburger7300