

## Kerbal Space Program - Bug #3993

### Flags don't consistently have unique GUIDs

01/28/2015 06:03 PM - m4v

<b>Status:</b> Closed	<b>Start date:</b> 01/28/2015
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Buildings	
<b>Target version:</b>	
<b>Version:</b> 0.90	<b>Language:</b> English (US)
<b>Platform:</b> Any	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

while I was checking the contents of my persistent.sfs file I noticed that most planted flags had PIDs like

```
pid = 00000000000000000000000000000000
```

instead of the usual unique random value.

Although this doesn't seem to affect gameplay (flags work just fine and I can't attribute any crashes nor bugs to them) it does seem fishy that they don't have their guids properly initialized.

This issue has also been raised in KSP multiplayer mod:

<https://github.com/godarklight/DarkMultiPlayer/issues/4>

#### History

##### #1 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/09/2016 11:30 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention