

Kerbal Space Program - Bug #5011

ladders of loaded crafts are untoggleable in editor

05/16/2015 11:52 AM - BloodyRain2k

Status:	Closed	Start date:	05/16/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Ladder are toggleable in the editor so you can see what they'll be like when you extend them later, nice thing. The problem is that this only works for ladders placed in the current editor visit, after coming back from a testflight or loading a saved craft they are completely untoggleable in the editor unless you detach and re-attach them.

History

#1 - 05/12/2016 01:36 PM - bewing

- Status changed from New to Resolved

- % Done changed from 0 to 100

Fixed in ver 1.1.2.

#2 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed