

Kerbal Space Program - Bug #5947

Resources overlay not showing up in Tracking Station

11/14/2015 01:57 PM - silversliver

Status:	Closed	Start date:	11/14/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

After a scanning with the Orbital Scanner the resource menu in the Tracking Station still says that it needs an orbital scanning.

Steps to replicate

- 1)Take any craft with an Orbital Scanner
- 2)Make a survey around any planet/moon
- 3)Go to the tracking station
- 4)Go in the resource tab of the planet/moon

Result

It still says that you need an orbital scan

Workarounds

The overlay activated by the Orbital Scanner is still working

Discussion in the forum

<http://forum.kerbalspaceprogram.com/threads/139435-Orbital-surveys-not-showing-up-in-Tracking-Station>

History

#1 - 11/14/2015 02:57 PM - Squelch

- File #5947-default.zip added

From the forum discussion; this is newly introduced since 1.0.4.

Relevant save file from thread attached on reporters behalf.

Could you refer to the [guide](#) on how to format reports for ease of reading? Thanks.

#2 - 11/14/2015 05:18 PM - silversliver

Subject Resource overlay in Tracking Station

Description Resource overlay not showing up in the Tracking Station

Steps to replicate

- 1)Took any craft with an Orbital Scanner
- 2)Make a survey around any planet/moon
- 3)Go to the tracking station
- 4)Go in the resource tab of the planet/moon

Result

It still says that you need an orbital scan

Workarounds

The overlay actived by the Orbital Scanner is still working

#3 - 11/14/2015 06:17 PM - Squelch

- Description updated

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Description updated.

Much appreciated. This can now be forwarded for attention.

#5 - 02/19/2016 02:28 AM - Anonymous

I heard there's a new version coming soon, hoping to see this fixed.

#6 - 03/12/2016 12:39 AM - zhollett

- File *persistent.sfs* added

Adding a persistent file to make verifying in the future easier.

#7 - 04/22/2016 11:57 AM - silversliver

It seems to have been fixed in 1.1

#8 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#9 - 08/09/2019 04:39 PM - chris.fulton

- Status changed from *Needs Clarification* to *Resolved*

- % Done changed from 0 to 100

#10 - 08/09/2019 04:39 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

#5947-default.zip	21.5 KB	11/14/2015	Squelch
persistent.sfs	58.4 KB	03/12/2016	zhollett