

Kerbal Space Program - Bug #778

Unable to delete parts after main node is removed

06/13/2013 05:28 PM - StellarDevil

Status:	Not a Bug	Start date:	06/13/2013
Severity:	Petty	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.20.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I am unable to delete objects in the hangar after i deleted the main node.

Recreate:

1. Add main/first part.
2. Add another random part beside it(Do not attach it).
3. Delete the first/main part.

It is now impossible to delete the other object until you add another new part.

I was not sure how to search for this in the search engine so this is probably a double post. And also maybe a won't fix.

My guess would be to automagically make one of the remaining parts the "main" part or let the player actually chose the main part.

History

#1 - 07/10/2013 08:30 PM - APHSpace

I have done the same, and encountered this, although I find it a very easy fix, as you said just add a new part, or start a new rocket.

#2 - 07/31/2013 06:30 PM - Ted

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is actually more of an oversight or missing feature, as opposed to a "bug". Thanks!