# Kerbal Space Program - Bug #821

## ConfigNode does not escape slashes

06/30/2013 03:15 AM - Majiir

| | | | | |
|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 06/30/2013 |
| **Severity:** | Normal | | **% Done:** | 100% |
| **Assignee:** | | | | |
| **Category:** | Plugins/Add-Ons | | | |
| **Target version:** | | | | |
| **Version:** | 0.20.2 | | **Language:** | English (US) |
| **Platform:** | Any | | **Mod Related:** | No |
| **Expansion:** | | | | |

**Description**

When a value containing forward slashes is added to a ConfigNode, those slashes are not escaped. These slashes can later be interpreted as a comment delimiter, corrupting data. This is of consequence because System.Convert.ToBase64String() produces forward slashes.

---

**History**

**#1 - 08/22/2013 07:19 AM - zengei**

Confirming that I just encountered this bug myself; also as a result of using System.Convert.ToBase64String().

**#2 - 07/17/2016 09:24 AM - TriggerAu**

*- Status changed from New to Needs Clarification*

**#3 - 08/07/2016 11:40 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 occuring 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