Kerbal Space Program - Bug #9629

Can't rename anything anymore via Knowledge Base

04/30/2016 07:25 PM - furrykef

Status:	Closed	**Start date:**	04/30/2016
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.2	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

The patch notes for 1.1.2 said you can't use the knowledge base to rename kerbals anymore. What they don't mention is you can't use it to rename anything else either! In 1.1.1 I could double-click the name of a vessel in the Info panel in the Tracking Station to rename it or change its type, but this doesn't work anymore.

There is now no way that I can find to rename or reclassify certain objects. If it has a command module of some kind, you can Fly the vessel and right-click the command module to rename it that way, but other objects cannot be renamed, nor have their type changed (e.g. from Debris to Station). This can be a significant issue if you want to, say, put a fuel tank up in orbit. Normally you would change its type from Debris to something else so it'll show up in the Tracking Station, but now you can't.

History

#1 - 05/01/2016 08:36 AM - Corw

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#2 - 05/01/2016 10:42 AM - Enceos

I confirm, the ability to rename things and change the vessel type in the tracking station is no more in 1.1.2

#3 - 05/01/2016 12:38 PM - smjjames

Just gonna note that in flight, you CAN still rename ships.

#4 - 05/01/2016 05:36 PM - jwalker343

I didn't see a way to + 1 this, but I'd like to see this feature or something similar fixed/added back. I loved the ability to rename/reclass multiple vessels in a quick fashion. This is especially important when launching larger satellite networks (RemoteTech is the most awesome mod). I may need to adjust the naming scheme on 10+ satellites, or decommission an entire ring of satellites and loading each satellite individually is slow,tedious and cumbersome.

#5 - 05/01/2016 11:32 PM - Enceos

smjjames wrote:

> Just gonna note that in flight, you CAN still rename ships.

Yep, but only if it has a Command part.

#7 - 06/22/2016 07:35 AM - thereaverofdarkness

Enceos wrote:

> smjjames wrote:
>
> > Just gonna note that in flight, you CAN still rename ships.
>
> Yep, but only if it has a Command part.

Only if it has a functional command part.
I have a derelict ship which is just a command part, and I can't rename it without putting a Kerbal back inside it.

#8 - 06/23/2016 03:45 PM - jwalker343

I think this is fixed in 1.1.3:

> Release Notes:
> http://forum.kerbalspaceprogram.com/index.php?/developerarticles.html/kerbal-space-program-patch-113-is-now-available-r195/&page=1
>
> ...
>
> - Fixed being unable to rename vessels via Knowledge Base.
> ...

I have not tested the fix as of yet.

#9 - 07/10/2016 09:47 AM - TriggerAu

- Status changed from Confirmed to Closed

- % Done changed from 10 to 100

Resolved in 1.1.3