

Kerbal Space Program - Bug #9794

Running unit tests from main menu causes every test to be run 4 times

05/28/2016 06:44 AM - blowfish

Status:	Closed	Start date:	05/28/2016
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I suspect this has something to do with the way AssemblyLoader works.

Marking as very low because (1) I'm probably one of like three people who actually try to do any sort of unit testing in KSP mods, and (2) I may end up using my own test runner at some point

History

#2 - 06/06/2016 06:22 AM - NathanKell

Toss me an example plugin?

#3 - 06/07/2016 03:17 AM - blowfish

Here you go

https://drive.google.com/file/d/0BwOUWbxCxiu_bIQwRUtJVF9oRDQ/view?usp=sharing

#4 - 06/08/2016 12:07 AM - Squelch

blowfish wrote:

Here you go

https://drive.google.com/file/d/0BwOUWbxCxiu_bIQwRUtJVF9oRDQ/view?usp=sharing

Now using it for testing. Thanks!

#5 - 06/11/2016 12:50 AM - TriggerAu

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

#6 - 07/10/2016 09:41 AM - TriggerAu

- Status changed from Being Worked On to Closed

- % Done changed from 30 to 100

Resolved in 1.1.3