

Kerbal Space Program - Bug #10067

Craft file can be overwritten without warning when loading similar named vessel from other facility

06/28/2016 04:04 AM - Kerbart

Status:	Updated	Start date:	06/28/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

- Create a spacecraft in the VAB, and give it a name, say "x"
- Create another spacecraft in the SPH, and give it the same name "x"
- Return to the VAB, and load the *SPH* version of "x"
- Hit the save button

You've just lost your VAB version of "x" which might or might not have taken hours to create.

While the practice of creating a craft in the "other" facility is common, I still think it's prudent to give a warning in these cases that you're about to overwrite your "other" version of the craft with the same name in case a mistake is made. Proper UI design states that any action that can result in severe loss of work should either have an "undo" function or issue a warning before being executed; this is one of those cases.

History

#1 - 07/17/2016 10:57 AM - TriggerAu

- Status changed from New to Updated

- % Done changed from 0 to 10

Setting updated for confirmation during cleanup