

Kerbal Space Program - Bug #13003

Mun Biome 'Lowlands' listed 4x

10/14/2016 01:26 PM - Olympic1

Status:	Closed	Start date:	10/14/2016
Severity:	Very Low	% Done:	100%
Assignee:	TriggerAu		
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

After each update I run a script in KSP to list all biomes of all the planets and add the new ones to the wiki. After running the script in 1.2, I noticed that it listed 'Lowlands' 4 times for the Mun. I ran it 3 times now and it keeps listing it 4 times.

Code I use:

```
print("Name: " + b.bodyName);
print("-----");
if (b.BiomeMap != null)
{
    print("Total: " + b.BiomeMap.Attributes.Length);
    foreach (CBAttributeMapSO.MapAttribute biome in b.BiomeMap.Attributes)
    {
        print("Name: " + biome.name);
    }
}
else
    print("No Biomes Found!");

print("");
```

Output:

```
Name: Mun
-----
Total: 20
Name: Midlands
Name: Northern Basin
Name: East Crater
Name: Northwest Crater
Name: Southwest Crater
Name: Farside Crater
Name: Canyons
Name: Polar Crater
Name: Poles
Name: Polar Lowlands
Name: Highlands
Name: Highland Craters
Name: Midland Craters
Name: East Farside Crater
Name: Twin Craters
Name: Lowlands
Name: Farside Basin
Name: Lowlands
Name: Lowlands
Name: Lowlands
```

History

#1 - 10/15/2016 05:42 AM - TriggerAu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Yupp theres 3 extras. will raise it

#3 - 10/21/2016 01:22 AM - TriggerAu

- Status changed from Confirmed to Being Worked On

- Assignee set to TriggerAu

- % Done changed from 10 to 30

#4 - 11/02/2016 04:40 AM - Olympic1

Confirmed that this issue is fixed in 1.2.1

#5 - 11/02/2016 06:11 AM - JPLRepo

- Status changed from Being Worked On to Closed

- % Done changed from 30 to 100

closed based on feedback above.