

Kerbal Space Program - Bug #13129

(Ground) vessels "forget" set groundtargets after load savegame

10/27/2016 10:06 PM - AlffromKerbal

Status:	Closed	Start date:	10/27/2016
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.2.2		
Version:	1.2.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			
Description			
As topic.			

History

#1 - 10/28/2016 10:37 AM - rudi1291

- Status changed from New to Need More Info

Can you please explain a bit more how this bug happened? Cant reproduce it... If i set vessels on the ground as target for another vessel, they are still that vessels target after reloading the save.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

#3 - 10/28/2016 02:09 PM - AlffromKerbal

I was a bit unclear. I ment targeting mission locations (activate navigation), not other vessels.

#4 - 10/29/2016 09:20 AM - rudi1291

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

Ah ok, waypoints. Yes, targeted waypoints (targeted via 'Activate Navigation') dont remain targeted after reloading. The waypoint itself is still there. It not only affects mission waypoints but also KerbNet waypoints.

#5 - 12/07/2016 03:40 AM - JPLRepo

- Status changed from Confirmed to Ready to Test

- Target version set to 1.2.2

- % Done changed from 10 to 80

This should be fixed in 1.2.2. Please test.

#6 - 12/07/2016 08:45 AM - rudi1291

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

The targeted waypoint stays targeted even after a reload. Resolved now.

#7 - 12/07/2016 09:35 AM - AlffromKerbal

Yes, resolved :)

#8 - 12/08/2016 07:55 AM - JPLRepo

- Status changed from Resolved to Closed