

Kerbal Space Program - Bug #13212

Overwrite Assemblies Sometimes not Possible / Missing Dialog

11/09/2016 11:23 PM - niklan

Status:	Closed	Start date:	11/09/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.2.2		
Version:	1.2.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

In previous versions when you drag an assembly in the VAB/SPH to an existing assembly entry and click on it it would open the save assembly dialog with the old title and description and you could edit the text and overwrite the assembly.

Now you get just a message box whether you want to overwrite or cancel. And when you click overwrite sometimes nothing happens. This is aside of the missing dialog a bug that happens sometimes. I think it has to do with an error found in the assembly that prevents it from being saveable but you don't get a message. It could have to do with having the assemblies attachment part selected as root part or not or having a root part on the assembly.

So nowadays to resave an assembly you have to save it new and retype all the text again and again and again just for small changes. Please fix it to how it used to be!

Tested on Windows 7-64bit version 1.2.1 64bit but guess same for all OS's.

History

#1 - 11/09/2016 11:28 PM - niklan

Wanted to add: when its not possible to save by using the overwrite button its still possible to save it as new assembly, so if overwrite is prevented by an error in the assembly then its not consequently tested for new assemblies.

#2 - 11/10/2016 09:23 AM - sal_vager

- Status changed from New to Confirmed
- Severity changed from High to Low
- % Done changed from 0 to 10
- Platform Linux added

Thanks niklan, I've seen this too.

#4 - 12/07/2016 09:20 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.

#5 - 06/22/2017 08:37 PM - Squelch

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#6 - 06/22/2017 08:39 PM - Squelch

- Status changed from Resolved to Closed