

Kerbal Space Program - Bug #15828

Kerbonaut Thumbnails Not Showing With Advanced Grabbing Unit

08/27/2017 04:49 PM - Colonel_Camel

Status:	Ready to Test	Start date:	08/27/2017
Severity:	Very Low	% Done:	80%
Assignee:			
Category:	Controls and UI		
Target version:	1.12.0		
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Not sure if this was always like this, but when you connect two spacecraft together via an Advanced Grabbing Unit, any crew in modules on the other side of the grabber don't show up in the crew thumbnails. They also don't appear when you do an interior overlay.

Reloading the spacecraft (e.g., by going to the tracking station and then reselecting the same craft) seems to clear the bug.

Bug doesn't seem to effect large docking ports, but I haven't tried medium and small ones yet.

History

#1 - 08/27/2017 09:52 PM - bewing

Yeah, it's always been that way. But it would be nice if it would refresh automatically, without needing a scene change.

#2 - 09/06/2017 07:14 PM - babeltester03

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 10/05/2017 03:41 PM - Squelch

- Project changed from KSP Pre-Release to Kerbal Space Program

- Category changed from Craft to 36

- Version changed from Build 01836 to 1.3.0

This isn't 1.3.1 Pre-release specific, so therefore moving to the main tracker.

#5 - 06/24/2021 11:03 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

Files

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221 KB

08/27/2017

Colonel_Camel