

Kerbal Space Program - Bug #16969

SubassemblyDropZone.Instance.enabled Not working

01/01/2018 11:19 PM - shederman

Status:	New	Start date:	01/01/2018
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

When setting `SubassemblyDropZone.Instance.enabled` to false, there is zero change to the way the Subassembly Drop zone works. It continues to accept and save subassemblies. On a related note `SubassemblyDropZone.Instance.onAddSubassembly` does not appear to be used at all. Setting this also has zero impact on the game.