

Kerbal Space Program - Bug #17829

autoLOC on add to category button display

03/07/2018 04:12 AM - Nebbie

Status:	Closed	Start date:	03/07/2018
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.4.1		
Version:	1.4.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Happens apparently for all parts, always the same autoLOC.

Related issues:

Related to Kerbal Space Program - Bug #17826: Missing #autoloc string in VAB ...

Closed

03/07/2018

History

#2 - 03/08/2018 06:38 PM - MechBFP

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed via duplicate ticket and by myself as well.

#3 - 03/08/2018 07:49 PM - GarrettMoody

- Platform OSX added

Confirmed for OSX.

#4 - 03/14/2018 10:13 PM - Squelch

- Status changed from Confirmed to Ready to Test

- Target version set to 1.4.1

- % Done changed from 10 to 80

- Platform Windows added

- Expansion Core Game added

#5 - 03/14/2018 10:15 PM - Squelch

- Related to Bug #17826: Missing #autoloc string in VAB under Categories added

#6 - 03/29/2018 06:49 PM - Nebbie

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Is indeed fixed, after creating a custom category to get the add to category buttons to appear, it looks like everything is displaying correctly.

#7 - 07/26/2018 09:47 PM - joshua.collins

- Status changed from Resolved to Closed

Files

screenshot177.png

2.34 MB

03/07/2018

Nebbie