

Kerbal Space Program - Bug #17990

Switch Editor Not Updating Engineer's Report

03/11/2018 06:39 PM - GarrettMoody

Status:	New	Start date:	03/11/2018
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

I have a level 1 Spaceplane Hanger and a level 2 Vehicle Assembly Building. The level 1 hanger only allows for 30 parts on the vehicle and the level 2 hanger allows for 255 parts on the vehicle. I built a vehicle with 37 parts. In the VAB building it says I have 37/255 parts in the Engineers Report (see "VAB Engineers Report.png"). When I switch to the Hangar by using the "Switch Editor" button, the Engineers Report doesn't change; it still says 37/255 (see "Hangar Engineers Report 1.png"). It should say 37/30 as shown in "Hangar Engineers Report 2.png". If I try to launch the vessel from the Hangar with 37 parts, I get the launch warning that says I am unable to launch due to too many parts; so that logic appears to be accurate, it is just the Engineers Report that is not getting updated. When I enter the Hangar (not using the Switch Editor button) I get the "Hangar Engineers Report 2.png", which is correct. So it is just the Switch Editor button that causes the error.

History

#1 - 03/11/2018 07:10 PM - Nebbie

- Subject changed from Switch Editor Not Updating Available Parts to Switch Editor Not Updating Engineer's Report

Files

Hangar Engineers Report 1.png	52.9 KB	03/11/2018	GarrettMoody
Hangar Engineers Report 2.png	51.8 KB	03/11/2018	GarrettMoody
Launch Error.png	61.8 KB	03/11/2018	GarrettMoody
VAB Engineers Report.png	64.2 KB	03/11/2018	GarrettMoody