

Kerbal Space Program - Bug #18069

icon removed from staging when last decoupler in an array is manually decoupled

03/15/2018 11:35 PM - jclovis3

Status:	Closed	Start date:	03/15/2018
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.4.3		
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

To reproduce, create simple craft with 8 unit array of decouplers and launch. As shown in photos...

1. Open up the icon stack in the staging area and place cursor over item 1 to note its location on the ship.
2. Place cursor on item 8 to note the last item in the array on the ship
3. Collapse the icon stack in the staging area by clicking on each item once (this really needs a better way too, like right clicking or something)
4. Select the 8th item on the ship itself and manually click the decouple button.

RESULT, as shown in #4 is the staging area shows an empty stage where the other decouplers should still appear. Only way to restore is to go to tracking station and return, or reload from quick save.

Tested with no mods or DLC installed yet.

History

#1 - 04/27/2018 10:14 AM - jclovis3

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Tested in 1.4.3 and this bug seems to be fixed. Moving to Confirmed because "Ready to Test" or better is not available yet.

#2 - 04/27/2018 01:22 PM - Squelch

- Status changed from Confirmed to Ready to Test

- Target version set to 1.4.3

- % Done changed from 10 to 80

#3 - 04/27/2018 10:17 PM - jclovis3

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Bug fix tested in 1.4.3. It's all good.

#4 - 10/15/2018 07:02 PM - joshua.collins

- Status changed from Resolved to Closed

Files

01_Part 1 of 8 highlight.png	1.63 MB	03/15/2018	jclovis3
02_Part 8 of 8 highlight.png	1.63 MB	03/15/2018	jclovis3
03_Collapse stack in staging area.png	1.62 MB	03/15/2018	jclovis3
04_Stage empty after manually decoupling part 8.png	1.59 MB	03/15/2018	jclovis3