

## Kerbal Space Program - Bug #18073

### AddModApplication shows button on main screen when it shouldn't

03/16/2018 01:41 AM - linuxgurugamer

|                        |                 |                     |              |
|------------------------|-----------------|---------------------|--------------|
| <b>Status:</b>         | Moot            | <b>Start date:</b>  | 03/16/2018   |
| <b>Severity:</b>       | Unworthy        | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |                 |                     |              |
| <b>Category:</b>       | Controls and UI |                     |              |
| <b>Target version:</b> |                 |                     |              |
| <b>Version:</b>        | 1.4.1           | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows         | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game       |                     |              |

#### Description

This is a bit of an odd case.

mod is adding a button to the stock toolbar at the main menu, the settings say it should only be shown in the SPB or VAB

Yet it initially shows up at the space center  
After going into the editor and out, it's gone

Relevant code:

```
const ApplicationLauncher.AppScenes visibleScenes =  
    ApplicationLauncher.AppScenes.SPH | ApplicationLauncher.AppScenes.VAB;  
  
ApplicationLauncherButton button = ApplicationLauncher.Instance.AddModApplication (onTrue, onFalse  
, null, null,  
    null, null, visibleScenes, GameDatabase.Instance.GetTexture(iconPath, false));
```

#### History

##### #1 - 03/16/2018 02:17 AM - linuxgurugamer

- Status changed from New to Moot

- Severity changed from Normal to Unworthy

linuxgurugamer wrote:

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```

Actually seemed to be a bug in the mod, I'm not seeing it anymore, so please close this.