

## Kerbal Space Program - Bug #18118

### ProtoCrewMember.ChangeName(string) no longer works

03/19/2018 06:23 AM - severedsolo

<b>Status:</b>	Moot	<b>Start date:</b>	03/19/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>	JPLRepo		
<b>Category:</b>	Plugins/Add-Ons		
<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

As above. My mod NameGenerator:

<https://forum.kerbalspaceprogram.com/index.php?topic/171777-131-name-generator-101-generating-custom-kerbal-names-since-2018-12032018/> uses this method to change Kerbals names. In 1.4.1 this function no longer works and kerbals keep their default names.

Confirmed working fine on 1.3.1, but I did notice that the 1.4.1 compiled version throws a "MissingMethod" exception in 1.3.1 which suggests something changed in the background.

#### History

##### #1 - 03/19/2018 08:49 AM - JPLRepo

- Assignee set to JPLRepo

Change the GameEvent you are using...

From

```
GameEvents.onKerbalAdded.Add(onKerbalAdded);
```

to

```
GameEvents.onKerbalAddComplete.Add(onKerbalAdded);
```

try that.

##### #2 - 03/19/2018 08:55 AM - JPLRepo

- Status changed from New to Needs Clarification

##### #3 - 03/19/2018 06:18 PM - severedsolo

- Status changed from Needs Clarification to Moot

Yup that seems to have fixed it. I guess that makes it my bug not yours. Cheers for your help JP