

Kerbal Space Program - Bug #18419

Ordering of lines coming into objective node stop it being displayed

04/05/2018 06:12 PM - Tomf

Status:	New	Start date:	04/05/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

In the attached file are two seemingly identical missions 2001-part2a and 2001-part2c

However when you start 2001-part2a it fails to show you your initial objective - achieve orbit around Jool
If you start version c the objective is displayed

The issue with version a can be fixed by deleting the lines coming into the Jool orbit node from the On your way dialogue message and the AE-35 seems ok message and then recreating them.

Looking at the mission files in a diff viewer it appears to me that the only difference is the ordering of the connectors.

Files

2001-part2.zip	1.07 MB	04/05/2018	Tomf
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