

## Kerbal Space Program - Bug #18787

### End of Line (CR+LF) characters ignored when formatting dialog text (and more issues)

05/03/2018 12:38 PM - jclovis3

<b>Status:</b>	Not a Bug	<b>Start date:</b>	05/03/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

Please watch the video first: <https://youtu.be/lxnKHilt9Y8>

I use notepad to communicate my points when they occur. Here is a brief list below:

1. Dialog text does not support multi line text. You see it in the node window, but not when the dialog appears.
2. Escape key stops functioning during flight if reloaded from a check point.
3. Flag explodes on load from check point.

#### History

##### #1 - 05/03/2018 01:41 PM - diomedea

- Status changed from New to Not a Bug

Only a limited subset of escape sequences [[<https://msdn.microsoft.com/en-us/library/h21280bw.aspx>]] are supported in Mission Builder, specifically `\n` (newline) and `\t` (horizontal tab); `\r` (carriage return) is not. There is no native compatibility with notepad or any other text editor, though is possible to customize some to provide those sequences (and only those) the Mission Builder accepts.

##### #2 - 05/03/2018 03:09 PM - jclovis3

OK, you're telling me I have to use Java (or C) escape sequences in the text. I didn't think to try that, nor would it be obvious to any non-programmer. The characters I referred to (CR and LF) are the result of binary data (ASCII 13 and 10) passed when using `"\n"` in Windows, and sometimes only one of them are passed with other systems. Some Unix systems I've seen pass them in the opposite order from Windows. What ever sequence of bytes is stored or passed, collectively I refer to them simply as End of Line (EOL) or Carriage return.

I just tested it using `\n` and the result is that the back slash disappears after pressing 'n' and the cursor jumps to the next line. A user going back to look at it would not see that and any person trying to type the way most software works would think that the Enter key should do the same thing, so I think it may be a good idea to add something that interprets the use of the Enter key while typing text in a multi-line box as the `"\n"` sequence and substitutes that in the data automatically.

We really need a more detailed Wiki on this creator, especially if users are to understand how to enter escape sequences in the editor.

##### #3 - 05/04/2018 11:46 AM - jclovis3

Well if this is not a bug, then Bug [#18802](#) must be...

#### Files

List shown in node tree.png	254 KB	05/03/2018	jclovis3
List not formatted corectly.png	1.05 MB	05/03/2018	jclovis3