Kerbal Space Program - Bug #18891

Revert to VAB/SPH always goes to VAB when craft originated in SPH

05/13/2018 04:16 PM - jclovis3

Status:	New		**Start date:**	05/13/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.4.3		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Making History			

Description

While building and testing a new mission, I noticed that when a craft is built and spawned from the SPH, the Revert action takes it to the VAB. You don't get a choice, so you have to leave the VAB and go back to the SPH manually.

History

#1 - 05/13/2018 04:21 PM - jclovis3

I should clarify, there is no spawn node here. You start looking at the KSC and have access to both the VAB and SPH.

#2 - 05/19/2018 03:21 PM - jclovis3

I just noticed the "switch editor" button at the top so maybe this isn't as bad as it seemed. The switch is pretty quick with no loading screens, but I still think it can do better. In the regular game, it remembers where you made the aircraft, and if you go back to editing it in the wrong facility, you have naming conflicts as it tries to save in the wrong folder.

Also, there is the problem of not reloading the craft you were just using when it reverts back like it does in the regular game mode. You have to load it from your saved list every time.