

## Kerbal Space Program - Bug #18897

### Crew assignment node passes true when vessel doesn't exist yet

05/14/2018 02:12 PM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	05/14/2018
<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

##### Background:

In a mission I am working on that generates a vessel sometime later in the game, I will be checking if a certain crew member (Jeb) has boarded this vessel. The crew assignment node should detect that.

##### Problem:

Logic dictates that if a vessel does not exist yet, the crew member can't be on board. In this bug, the crew assignment node passes through as if it were true allowing follow later events to trigger.

**Watch:** <https://youtu.be/XcvY4Rmtdlc>

#### History

#1 - 05/14/2018 02:13 PM - jclovis3

This video also points out the problem of pinning the vessel name in the node display. Instead of the vessel name, you see the part name.