

## Kerbal Space Program - Bug #18904

### Mission roster loses XP levels when assigned and saved

05/14/2018 07:20 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

##### Steps to reproduce:

1. Start a new mission
2. Edit the roster in the start node
3. Change the XP level of one or more Kerbals and save
4. Close the Roster, then open to verify changes
5. Save mission (give title and brief if needed)
6. Load mission
7. Check Roster in start node. Settings are not saved.

**Watch:** <https://youtu.be/WPT72cKTzk>