Kerbal Space Program - Bug #18906

Mission builder Start node roster messes up crew assignments

05/14/2018 08:20 PM - jclovis3

Status:	New	**Start date:**	05/14/2018
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.4.3	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Making History		

Description

Steps to reproduce:

1. Start a new mission.
2. Delete the Spawn vessel node created by default
3. Add a spawn Kerbal node floating on its own. Name it Crew
4. Add a spawn Kerbal node floating on its own. Name it Tourist
5. Set the crew to *Jeb*, and the tourist to *Any Tourist*.

Scenario A (No bug appears)

1. The Crew node was created first, so dock it to the Start node.
2. Open the roster in Start node. Observe that Jeb is in the Crew node.
3. Click OK (not cancel)
4. Observe the nodes have the correct names.

Scenario B (Bug appears)

1. The Tourist node was created second, so dock it to the Start node (pulling Crew out)
2. Open the roster in Start node. Observe that Jeb is in the Crew node.
3. Click OK (not cancel)
4. BUG: Observe that Jeb is in the Tourist node.
5. Open the roster in Start node again. Observe that Jeb is in the Tourist node.
6. Move jeb to Crew node. Click OK.
7. BUG: Observe that Jeb is in the Tourist node.

Conclusion: Which ever node is created first seems to have greater importance in assigning crew in the roster.

Expected result: Roster should not alter the intended assignments per node.

History

#1 - 05/18/2018 04:14 AM - jclovis3

Here's a demo: https://youtu.be/z1uDAD2S11A