

## Kerbal Space Program - Bug #18970

### Assigned count wrong in astronaut complex with tourists

05/17/2018 03:24 PM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	05/17/2018
<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

In a mission where tourists are generated and placed in a craft, then recovered, they are available in the Astronaut complex. I didn't expect this, but now under the assigned tab, it lists all 100 tourists, and my engineer but the count says 2. I carefully scrolled through the list to ensure no other crew were hidden in the middle of the tourist cluster. It is as if though all the tourists represent 1 individual, which doesn't make any sense.

Expected results (any one of these):

1. Tourists are no longer available in the Astronaut complex or for missions once recovered
2. Tourists are each counted, making the count 101 in this case
3. Tourists are not counted (not even as a group), making the count 1 in this case

#### Files

Assigned shows 2 when only 1 crew and 100 tourists exist.png	880 KB	05/17/2018	jclovis3
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