

Kerbal Space Program - Bug #18991

Builder Spawn Vessel Node missing GAP Vessel tokens

05/20/2018 01:30 AM - jclovis3

Status:	New	Start date:	05/20/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

In the Spawn Vessel Node, the only GAP Vessel tokens listed are Rocket and Aircraft. They seem to set the Gizmolcon variable in the mission file. I tried editing this file manually to see if Base would work like it is used in the Type value for a craft file, but it only causes KSP to not be able to load the file. For craft built in the mission builder, setting the Naming Configuration on a part seems to be ignored as far as the token is concerned. Am I understanding this correctly, that the icon used on the map view is this GAP Vessel token? I think the editor should be supporting all the tokens for spawn vessel as there is no Spawn Base, or Spawn Rover and such. More over, if any of the parts have Naming Configuration data with a token assigned, the highest ranking setting (in case of a tie, closest to the root part) should take precedence.

Files

Only Rocket and AirCraft shown.png

458 KB

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