Kerbal Space Program - Bug #19524

Parts with `category = none` are filtered out of search too aggressively

08/14/2018 06:05 AM - marr75

Status:	New	**Start date:**	08/14/2018
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.4.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

Several popular mods add new categories and set `category = none` in part configs to take advantage of these new categories. The `none` category is also used to hide parts, however (asteroids, parts that have been renamed/updated, etc.).

In every instance I could find that a stock/dlc part had `category = none`, the part also had `TechHidden = True` or `TechRequired = Unresearcheable`, so replacing the opening the condition of BasePartCategorizer.PartMatchesSearch with `part.category PartCategories.none && (part.TechHidden || part.TechRequired  "Unresearcheable")` would solve the issue quickly and easily.

Another option would be to add a value to the ``PartCategories` enum ("Other", "ModAdded", "Uncategorized", etc.).

History

#1 - 08/14/2018 06:07 AM - marr75

- Description updated