# Kerbal Space Program - Bug #20442

## Adding subassembly or merging craft with existing craft modifies existing craft naming / affects saved craft files.

11/23/2018 05:07 AM - sidelia

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|---|---|---|---|---|
| **Status:** | New | | **Start date:** | 11/23/2018 |
| **Severity:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Controls and UI | | | |
| **Target version:** | | | | |
| **Version:** | 1.5.1 | | **Language:** | English (US) |
| **Platform:** | Linux | | **Mod Related:** | No |
| **Expansion:** | Core Game | | | |

## Description

I tested this in clean installs in both linux (Ubuntu 18.04 / KSP 1.5.1.2335) and windows 10 (steam version 1.5.1). The issue did not present in windows, only linux.

Steps to reproduce:

1. create a craft and save as either a regular craft (via the save button in the top right) or as a subassembly. Eg: a satellite
2. create a new craft Eg: a ship to launch the satellite, and then either merge the first craft, or click the subassembly button to bring it back into the scene.

Result

- The main craft file will be renamed as the subassembly/merge name. This will result in the original satellite/merge craft file being overwritten if the main ship is subsequently saved.

Pictures attached.

## Files

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|---|---|---|---|---|
| screenshot0.png | 1020 KB | 11/23/2018 | | sidelia |
| screenshot1.png | 1.05 MB | 11/23/2018 | | sidelia |
| screenshot2.png | 1.04 MB | 11/23/2018 | | sidelia |
| screenshot3.png | 1010 KB | 11/23/2018 | | sidelia |
| screenshot4.png | 464 KB | 11/23/2018 | | sidelia |