

Kerbal Space Program - Bug #20734

SM-25 Service Module Cutaways in VAB

12/20/2018 10:36 PM - KingPhantom

Status:	Closed	Start date:	12/20/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:	1.6.1		
Version:	1.6.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Making History		

Description

The SM-25 Service Module Cutaways are not hidable in VAB anymore. You can click the option but nothing happens.

History

#1 - 12/21/2018 04:19 AM - panarchist

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#2 - 12/22/2018 12:34 PM - klesh

KingPhantom wrote:

The SM-25 Service Module Cutaways are not hidable in VAB anymore. You can click the option but nothing happens.

I'm not seeing this. Mine has a "shroud" button which shows the interior. I think 1.5 and earlier had a different text than "shroud" for the button, what does yours say OP?

#3 - 12/24/2018 09:11 PM - Nebbie

- Platform Linux added

I see four options:

1. Shroud (**On**/Off)
2. Enable Cutaway (On/*Off*)
3. Shroud (**Enabled**/Disabled)
4. Shroud (**Enabled**/Disabled)

None of them seem to change anything in the VAB.

#4 - 12/24/2018 09:28 PM - Anonymous

- File 20734.jpg added

The feature still works for me (on Windows 10). The menu looks like what is attached.

#5 - 12/24/2018 10:21 PM - Anonymous

- File 20374_after_PartDatabase_change.jpg added

#6 - 12/24/2018 10:24 PM - Anonymous

Unless I build the craft in the first-start of KSP after deleting PartDatabase.cfg (or, presumably, the first-start with Module Manger installed or first after any mod changes). In that case, I get the buggy menu as-described (new image attached).

Reloading the affected craft on the next start of KSP still shows damaged right-click menus, but replacing the affected parts resolves the problem.

I added [#20758](#) to describe the quirks on first-start-with-new-PartDatabase in general.

#7 - 12/28/2018 09:39 PM - black-two-

There's definitely something going on with the SM-25. I've had all sorts of problems with it, like deploying the doors in orbit completely bunks staging, not all options showing up in the menu and if they do show up they don't do anything, and sometimes the module (and all branches attached to it) starting "dancing around". Literally. It spins and moves around the VAB on its own, which is weird.

#8 - 12/28/2018 09:54 PM - black-two-

- File screenshot0.png added
- File screenshot1.png added
- File screenshot2.png added
- File screenshot3.png added

To piggyback on my previous post (because I couldn't figure out how to add images with an edit) these are taken a few seconds apart. And I'm sorry if I'm hijacking this entry, but I figure since it's related to the SM-25 it was okay.

#9 - 01/09/2019 08:33 PM - joshua.collins

- Status changed from Confirmed to Ready to Test
- Target version set to 1.6.1
- % Done changed from 10 to 80

#10 - 01/09/2019 11:40 PM - Nebbie

- File screenshot989.png added

Tested and working in 1.6.1.

#11 - 01/09/2019 11:41 PM - Nebbie

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#12 - 03/28/2019 03:30 AM - joshua.collins

- Status changed from Resolved to Closed

Files

20734.jpg	96.1 KB	12/24/2018	Anonymous
20374_after_PartDatabase_change.jpg	105 KB	12/24/2018	Anonymous
screenshot1.png	2.06 MB	12/28/2018	black-two-
screenshot0.png	2.06 MB	12/28/2018	black-two-
screenshot2.png	2.06 MB	12/28/2018	black-two-
screenshot3.png	2.05 MB	12/28/2018	black-two-
screenshot989.png	2.43 MB	01/09/2019	Nebbie